

STATIONFALL compilations

Release #	Date	Size	Objects	Globals	Vocab	Pre-Load
1	10/17/86	41,718	41	114	491	10,989
2	10/24/86	43,006	41	116	491	11,007
3	11/14/86	47,566	77	116	490	12,665
4	11/14/86	50,966	94	117	497	13,302
5	11/15/86	51,988	103	117	497	13,562
6	11/17/86	57,186	138	117	510	14,688
7	11/17/86	60,064	137	120	505	14,663
8	11/19/86	62,296	147	123	532	15,240
9	11/21/86	62,510	147	123	532	15,258
10	12/2/86	63,828	147	125	534	15,292
11	12/3/86	64,550	148	124	537	15,535
12	12/4/86	65,996	151	126	541	15,697
13	12/4/86	68,582	151	128	541	15,753
14	12/5/86	69,026	154	128	550	15,918
15	12/8/86	71,566	168	129	576	16,553
16	12/9/86	75,144	178	132	590	16,912
17	12/10/86	75,520	177	132	592	16,905
18	12/10/86	78,152	181	134	602	17,141
19	12/11/86	79,524	184	135	606	17,251
20	12/13/86	81,458	190	138	613	17,498
21	12/14/86	82,308	191	139	613	17,533
22	12/15/86	83,320	191	142	608	17,560
23	12/16/86	84,044	194	144	616	17,740
24	12/17/86	85,060	196	145	617	17,794
25	12/18/86	85,660	200	145	625	17,959
26	12/19/86	86,734	200	146	625	17,976
27	12/19/86	87,758	202	149	629	18,088
28	12/21/86	91,210	207	154	631	18,278
29	12/22/86	91,656	209	154	634	18,357
30	12/23/86	92,912	212	154	638	18,407
31	12/30/86	94,130	211	156	641	18,432
32	12/31/86	95,326	211	157	641	18,458
33	1/2/87	95,662	211	156	641	18,461
34	1/2/87	96,392	212	157	642	18,505
35	1/5/87	96,812	212	158	642	18,507
36	1/6/87 (alpha begins)	98,146	212	159	642	18,523
37	1/7/87	98,156	212	159	643	18,530
38	1/8/87	98,672	213	160	631	18,347

STATIONFALL compilations - Pg. 2

<u>Release #</u>	<u>Date</u>	<u>Size</u>	<u>Objects</u>	<u>Globals</u>	<u>Vocab</u>	<u>Pre-Load</u>
39	1/9/87	98,848	212	160	628	18,233
40	1/12/87	100,568	216	163	638	18,452
41	1/12/87	100,894	217	164	640	18,521
42	1/18/87	101,848	219	164	647	18,653
43	1/14/87	103,288	220	164	651	18,760
44	1/15/87	105,120	220	166	654	18,899
45	1/20/87	105,880	220	166	654	18,907
46	1/26/87	106,622	220	167	657	18,958
47	1/27/87	107,254	223	167	663	19,106
48	1/30/87	108,884	228	168	673	19,388
49	1/30/87	108,884	228	168	673	19,388
50	2/2/87	110,300	233	170	687	19,677
51	2/3/87	111,840	237	172	699	19,931
52	2/4/87	112,072	238	174	705	20,013
53	2/4/87	112,146	238	176	705	20,030
54	2/6/87	112,876	240	177	720	20,244
55	2/6/87	114,134	240	179	722	20,298
56	2/10/87	114,844	241	180	726	20,394
57	2/10/87	114,844	241	180	726	20,394
58	2/10/87	115,592	241	182	727	20,413
59	2/11/87	117,228	241	185	736	20,502
60	2/12/87	117,808	245	185	740	20,695
61	2/18/87	118,904	245	186	743	20,748
62	2/18/87	120,590	245	190	741	20,734
63	2/19/87	121,724	251	191	753	21,017
64	2/23/87	122,600	251	192	757	21,093
65	2/24/87	122,780	251	192	757	21,096
66	2/25/87	123,086	251	192	757	21,102
67	3/2/87	123,564	252	192	758	21,147
68	3/3/87	123,698	252	193	757	21,147
69	3/4/87	123,698	252	193	757	21,147
70	3/4/87	123,860	252	193	757	21,147
71	3/9/87	124,120	252	196	757	21,168
72	3/10/87	124,168	252	197	757	21,190
73	3/11/87	124,280	251	197	757	21,167
74	3/12/87	125,234	251	198	757	21,183

← pre-beta-meeting →

BETA

STATIONFALL compilations - Pg. 3

<u>Release#</u>	<u>Date</u>	<u>Size</u>	<u>Objects</u>	<u>Globals</u>	<u>Vocab</u>	<u>Pre-Load</u>
75	3/12/87	125,318	251	199	758	21,196
76	3/13/87	125,480	251	200	758	21,198
77	3/16/87	126,908	251	203	759	21,226
78	3/17/87	127,284	251	204	761	21,257
79	3/17/87	127,526	251	204	761	21,260
80	3/18/87	127,514	251	204	761	21,260
81	3/23/87	128,278	250	207	763	21,271
82	3/24/87	128,274	250	207	763	21,267
83	3/24/87	127,024	250	207	763	21,267
84	3/24/87	128,778	250	209	768	21,312
85	3/25/87	128,624	251	215	769	21,370
86	3/25/87	128,726	251	215	769	21,370
87	3/26/87	127,400	254	217	780	21,547
88	4/1/87	127,732	254	219	782	21,565
89	4/3/87	128,052	254	220	782	21,569
90	4/7/87	128,166	254	220	784	21,589
91	4/13/87	128,356	254	220	785	21,604
92	4/15/87	128,798	254	221	785	21,657
93	4/16/87	128,796	254	221	785	21,657
94	4/17/87	128,988	254	222	787	21,677
95	4/18/87	128,862	254	222	786	21,655
96	4/21/87	128,944	254	223	786	21,664
97	4/21/87	129,240	255	225	791	21,791
98	4/22/87	128,848	255	224	789	21,745
99	4/23/87	128,872	255	224	789	21,745
100	4/23/87	128,850	255	226	789	21,749
101	4/24/87	128,872	255	226	789	21,749
102	4/27/87	128,892	255	226	789	21,752
103	4/27/87	128,990	255	226	789	21,752
104	4/27/87	129,048	255	226	789	21,752
105	4/28/87	128,908	255	226	789	21,752
106	4/29/86	128,932	255	226	789	21,752
107	4/30/86	129,934	255	226	789	21,752

← pre-gamma mtg. →

← 2ND FREQ. TABLE →
GAMMA

(some debugging code removed)

(all debugging code removed)
(first freeze)

(FIRST RELEASE)

Scenario

	PDL	AMY	JEFF	JON	DA	CHRIS	MD		
Zork Zero	2	1 st	4	3	Good	7	↑		
Stationfall	4	2 nd	3	3	V. Good	6	↑↑		
Minute Mysteries	6	5 th (PF)	1	3½	Good	5	↑		
Attack of the Freons	5	2 nd (PF)	1	—	Good	4	?		
Blazing Pargers	1	—	1	1½	BAD	1	↓		
Interactive Bible	7	—	3	4	BAD	10	↑		
Viable Idea	0	3 rd (PF)	0	4	Good	8	↑		
Titanic	8	1 st (PF)	1	3	V. Good	2	↑↑		
Best of Stevo	7	5 th (PF)	2	3½	BEST	9	↑↑↑		
Initiation Day	10	4 th (PF)	1	3½	Good	3	↑		
	out of 10	PF = personal favorite	out of 4	out of 4		out of 10			

Date: 12 Aug 1986 1050-007
From: Brian Mansbury (KRCR at FRED)
Subject: Things
To: GEM

Why isn't "666," the Devil Number 666, in your list?

Date: 14 Aug 1986 1056-007
From: GEM at FRED
Subject: Next Project
To: GEM

Lark Bird and Stationfall would surely be best-sellers (uncounted
hordes of fans ask for the sequel to Planetfall). Slingshots
sounds like the most fun. But I personally hope you do the
Interactive Bible so I can find a copy to my evangelist brother.

DA

*** Next Project ***

ZORK ZERO

Genre: Fantasy

Rating: Standard

System: probably Extended

Estimated Development Time: 10-12 months

As the name implies, a prequel to the Zork trilogy. It would be set in the Great Underground Empire, and covering a long period of time, from the end of the reign of Dimwit Flathead in 799 through the fall of the GUE in 883, and possibly through 948 (the year of the Zork trilogy). It would almost certainly end "west of a white house." There would be some story, probably about as much as Enchanter or Sorcerer. For the most part, though, it would be an intensely puzzle-oriented game with a huge geography--or is that too similar to Trinity?

STATIONFALL

Genre: Science Fiction

Rating: Standard or Advanced

System: Classic

Estimated Development Time: 8 months

The long-awaited sequel to Planetfall. Since your promotion to Lieutenant First Class in the Stellar Patrol of the Third Galactic Union following a commendable job on Resida five years ago, you have failed to advance your rank or career at all. Elevation to LFC has meant that your routine of constant mopping drudgery has been replaced by a routine of constant paperwork drudgery, and your harsh commanding officer Ensign Blather has been replaced by the bubbleheaded and bureaucratic Captain Measle. Your latest assignment: to shuttle over to Station Alpha Beta Epsilon Gamma Omega 78-C-985 Sector Delta Delta VH-98, in order to pick up a crate of new shuttle fuel requisition form requisition forms. You stop by the robot pool to pick up a robot aide for the trip ... one familiar figure comes bounding toward you... "Hey, take Floyd! Floyd best robot aide in pool!" After a brief trip, you arrive at the station. It is deserted, your shuttle has stopped working you can't raise your ship, and Floyd has begun to act oddly...

MINUTE MYSTERIES

Genre: Mystery

Rating: Standard or mixed

System: definitely Extended

Estimated Development Time: 12 months

Four mini-mysteries, each set in the same locale, but during different periods of time. I can see one set during the 1910's, one during WWII, one during the present, and one at some point in the next century. For the location, I'm leaning toward a small cruise ship. (Naturally, I'd have to spend several weeks on cruise ships doing research). Some ideas for the individual mysteries: In one of them, it turns out that you were actually the killer, but are suffering amnesia because of a blow received during a struggle with the victim -- you first think that the blow was inflicted by the murderer! In another, you would be the descendant of a character in one of the previous stories, attempting to prove the innocence of your relative, and getting mixed up in a new murder, and having to solve both. The last story, set in the future, would also have some sci-fi elements.

ATTACK OF THE FREEDNS (and other stories)

Genre: Science Fiction

Rating: probably Advanced

System: could go either way

Estimated Development Time: 10 months

This is based on a fairly long short story I wrote a few years ago. It would be a game with a good blend of story and puzzle elements. There would be 3 story lines, each one based on a science fiction cliché -- time travel, a mad scientist, and invasion from outer space. However, all three stories, which at first seem totally independent, end up tying together. I won't say how: even the fact that they do at all should be kept top secret.

Rating: Standard
Time: 10-12 months
would be set in the
e, from the end of
he GUE in 983, and
ld almost certainly
bably about as much
ld be an intensely
imilar to Trinity?

Too soon.

standard or Advanced
ment Time: 8 months
to Lieutenant First
owing a commendable
r rank or career at
nt mopping drudgery
ry, and your harsh
e bubbleheaded and
tle over to Station
H-99, in order to
ion forms. You stop
ore familiar figure
obot aide in pool!"
d, your shuttle has
gun to act oddly...

Only if you're up for it.

: Standard or mixed
ent Time: 12 months
g different periods
WII, one during the
the location, I'm
spend several weeks
dual mysteries: In
, but are suffering
the victim -- you
another, you would
ies, attempting to
n a new murder, and
ould also have some

Let's wait and see what Mannist does.

: probably Advanced
ent Time: 10 months
rs ago. It would be
re would be ? story
ime travel, a mad
ee stories, which at
on't say how; even

BLAZING PARASERS

Genre: Tales of Adventure Rating: probably Standard
System: probably Classic Estimated Development Time: 8-9 months
The western comedy that Jerry started. A lot of the basic design and a little bit of the implementation is already done. If you don't recall, the basic story line is a spaghetti western with all the usual characters and situations, and the basic gag is that there are several parasers with different personalities and degrees of competency that are constantly wandering "in" and "out" of the game. Another gag revolves around Mr. Smith, who can imitate nearly anything: "There is a bowling ball here." TAKE BOWLING BALL. "Cops! It's only Mr. Smith, doing his famous bowling ball imitation." Or... "President Rutherford B. Hayes is at the bar." PRESIDENT HAYES, HEWOY. "As you begin speaking, you realize that it isn't President Rutherford B. Hayes after all, but merely Mr. Smith, doing his totally awesome President Rutherford Hayes imitation." A laugh riot.

INTERACTIVE BIBLE

Genre: Fantasy? TQA? Rating: probably Standard
System: could go either way Estimated Development Time: 8-10 months
Imagine the ad campaign: "Have you always thought that God screwed it up? Try it yourself!" The opening room: VOID. Suggested first moves LET THERE BE LIGHT, CREATE WORLD. Imagine the response to EXAMINE LIGHT: You see that it is good. As the "story" progresses, you would become other characters. As Adam, you might decide to shun the serpent's apple, stay in Eden and die of boredom; as Noah, you could refuse to build the ark and drown in the Flood, or forget to bring along two horses, changing the entire shape of human history. The writing would naturally all be in shalts and bagats and baths. A continuation of my ongoing effort to offend every man, woman, and child in the universe.

"THE VIABLE IDEA"

Genre: Mixed/Experimental Rating: probably Standard or Mixed
System: could go either way Estimated Development Time: 6 months
An idea I originally came up with as a way to produce a game in much less time than could normally be expected, but which I think is an interesting idea even without that need. Basically, one person (the Editor) designs a tiny "piece" of a game -- a couple of rooms, a few objects with action routines, maybe even a character. Working from this, in complete isolation, five (or so) imps would write a small mini-game (a couple of puzzles, ten to twenty rooms) around that original core. The Editor would be responsible for integrating the five ideas together, blending the code, making sure that there wasn't any gross repetition in the stories, and, of course, fixing bugs. I think that seeing how different people went in different directions from the same starting point would make for an interesting interactive fiction experience.

TITANIC

Genre: TQA? Docu-drama? Rating: probably Standard
System: Extended Estimated Development Time: 10-12 months
It was one of the most dramatic moments in history. The world's largest, most luxurious, most technically advanced ocean liner, carrying many of the world's richest and most famous people, was nearing the end of it's maiden voyage. At 11:40 p.m. on April 14, 1912 an iceberg sideswiped the huge ship, leaving a 300 foot underwater gash. Less than three hours later the "unsinkable" Titanic was gone, taking 1500 people with her. The events of that night are well-recounted in several books.
You are a passenger on the Titanic, travelling in Third Class to disguise the importance of your mission: transporting a MacGuffin from London to New York. As the ship opens and you feel a long, drawn out shudder pass through the ship,

: probably Standard
nt Time: 8-9 months
esign and a little
ll, the basic story
nd situations, and
erent personalities
and "out" of the
te nearly anything:
t's only Mr. Smith,
Rutherford B. Hayes
aking, you realize
t merely Mr. Smith,
on." A laugh riot.

Blah. I've always said this was a funny
premise, but not enough for a game.
Too inside.

: probably Standard
t Time: 8-10 months
screwed it up? Try
LET THERE BE LIGHT,
ee that it is good.
ers. As Adam, you
die of boredom: as
lood, or forget to
istory. The writing
ontinuation of my
universe.

Dumb. Sounds funny but doubt it
would be in the end.

y Standard or Mixed
ment Time: 6 months
ne in much less time
interesting idea even
as a tiny "piece" of
ines, maybe even a
e (or so) imps would
rooms) around that
ating the five ideas
ny gross repetition
eeing how different
point would make for

Yea, now all you need is 5 imps.

: probably Standard
t Time: 10-12 months
ld's largest, most
many of the world's
s maiden voyage. At
ship, leaving a 300
inkable" Titanic was
t are well-recounted

Sounds interesting, but dry.
(No pun intended)

ess to disguise the
London to New York.
ss through the ship.

you must begin the process of escaping the restricted Third Class section, retrieving the MacGuffin from the purser's safe amidst the confusion, and surviving the sinking to complete your delivery assignment. The actual events of those 160 minutes between iceberg and sinking would occur around you. I see this as a game of split-second timing, that would require multiply playing to optimize your turns in order to solve all the puzzles in the shortest possible time. But you could also ignore all the puzzles and simply wander around the ship as a "tourist," taking in the sights of this amazing event.

THE BEST OF STEVO

Genre: mixed Rating: Standard or mixed
System: EZIP or (lower case) ezip Estimated Development Time: 12 months
A collection of "short stories," many or all of which would be designed to play in one sitting of approximately an hour or two. I envision around ten stories on the disk. They would have little or no connection to each other. The manual would contain a table of contents so that you could enter any story you wanted by typing in a word or number at the beginning. The stories would probably be from different several different genres. It would be an interesting experiment to see if people who found our normal programs too daunting due to the length of time required to play them would be more interested in short stories. This would also be a good chance to try a lot of interesting things which are too experimental to risk a whole program on, or which are just too small to become an entire full story. There could be some new genres, some completely puzzleless stories, a story with replayability.
One or two of the stories could be longer, in an attempt to wean beginners into accepting a multi-hour interactive fiction effort. Some problems with the idea: is it just too disjoint? Is there anyway to tie all the stories together? (One thought for tying the stories together: there are N siblings, and each brother or sister appears in one of the stories as a character; they could make cross references to their sibling in one of the other stories.) How could a browser be done for this? What would the program be called? Would it turn off our hardcore fans?

INITIATION DAY

Genre: Comedy Rating: Standard
System: Classic or (l.c.) ezip Estimated Development Time: 8-10 months
This is actually Hollywood's idea, but I love it and I wanted to make sure it was written down somewhere in case we both died in an accident without telling anyone about it. Basically, we're talking the interactive fiction version of Animal House. You would be a new fraternity pledge at TAPPA KESGA BRU. As the story begins, the frat president is giving each member of the pledge class his hazing assignment: steal a bra of the dean's wife, paint the fraternity letters on the beautiful stained-glass windows of the chapel, kidnap the prized Tequila bottle collection of the arch-rival frat, THETA ETA BAGEL, etc.
This would then be a puzzle-oriented game in which you had to solve a series of puzzles leading up to your goal. There would be lots of drinking, mild breaking of the law, off-color jokes, and plenty of tits and ass. As you go through the game, you would see the other members of the pledge class doing all sorts of bizarre things in an attempt to reach their own goal. There could also be very interesting variations in which you get each of the different goals.

COLLABORATIONS (?)

*But seriously folks, except for the Bible and Blazing parse
the Best of Stevo over all, but ~~the~~ the Titanic and Stationfall*

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The actual events
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: Standard or mixed
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Rating: Standard
t Time: 8-10 months
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fiction version of
KEGGA BRU. As the
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fraternity letters
the prized Tequila
tc.
o solve a series of
king, mild breaking
you go through the
doing all sorts of
could also be very
t goals.

-I like this idea as an experiment.

-I don't think there is any need to tie them together.

-It would be called "Short Stories."

Great idea. Wish I'd thought of it.

and Blowing parsers, I like them all. I would choose
and Stationhall are interesting too. HVRD

JON

*** Next Project ***

Rating system
 ☆☆☆☆
 ☆☆☆ V
 ☆☆☆ G
 ☆☆☆ F

ZORK ZEPD

Genre: Fantasy

System: probably Extended

Rating: Standard Estimated Development Time: 10-12 months

As the name implies, a prequel to the Zork trilogy. It would be set in the Great Underground Empire, and covering a long period of time, from the end of the reign of Dimwit Flathead in 739 through the fall of the GUE in 883, and possibly through 948 (the year of the Zork trilogy). It would almost certainly end "west of a white house." There would be some story, probably about as much as Enchanter or Sorcerer. For the most part, though, it would be an intensely puzzle-oriented game with a huge geography--or is that too similar to Trinity?

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System: Classic

Rating: Standard or Advanced

Estimated Development Time: 8 months

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Genre: Mystery

System: definitely Extended

Rating: Standard or mixed

Estimated Development Time: 12 months

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ATTACK OF THE FRECONS (and other stories)

Genre: Science Fiction

System: could go either way

Rating: probably Advanced

Estimated Development Time: 10 months

This is based on a fairly long short story I wrote a few years ago. It would be a game with a good blend of story and puzzle elements. There would be 3 story lines, each one based on a science fiction cliché -- time travel, a mad scientist, and invasion from outer space. However, all three stories, which at first seem totally independent, end up tying together. I won't say how: even the fact that they do at all should be kept too secret.

Rating system

☆☆☆☆☆ This is too good to be given to any concept.

☆☆☆☆ Very good

☆☆☆ Good

☆☆ Fair

Rating: Standard I'd rather play Daleks

Time: 10-12 months
would be set in the
e, from the end of
he GUE in 883, and
ld almost certainly
bably about as much
uld be an intensely
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standard or Advanced
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: probably Advanced
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rs ago. It would be
re would be 3 story
ime travel, a mad
e stories, which at
on't say how; even

It does not strike me as being "too similar to Trinity."
On the plus side, Zork Zero would probably sell well
and would definitely have the enthusiastic support of Marketing.
Also, I think the Sales staff could understand this
(which is remarkable, since my confidence in Sales has
been extinguished). I am not a Zork fan myself, though I
love the Enchanter Trilogy (hard to say why). On the minus
side, Zork Zero is a little dull (though much much less dull
than Zork Four). But in these dry summer days, a boring
hit sounds better than an interesting maybe. ☆☆☆

Another boring hit -- which may not be such a bad
thing. I'd find this more interesting if it were more
different from Planetfall. Keep Floyd -- he's the star -- but
substituting Blather for Measle and one deserted planet for
another is too similar. Maybe you and Floyd do something
very different than in Planetfall: travel back in time;
meet other Infocom characters (Whiz, Marvin); explore
underground caves (Zork Zero Meets ~~the~~ Stationfall); whatever.
Granted, deserted planets are easier for you: no characters,
and as barren as you want. But why do Jewel of the
Nile (formulaic sequel to Romancing the Stone) when you
can do Bride of Frankenstein (Kar-lou Talks!)? ☆☆☆

What I like about this the most is what I like most
about Ballyhoo: it's a mystery that doesn't necessarily use
our clunky ~~mystery~~ character interaction that's in
most of our mysteries. (Maybe the new parser will help.
Maybe we wouldn't call it "mystery" genre on the box.)
The location is exotic; the concept is fun (and, as in
AMFV, you can see how a place changes over time).
Would you maybe feel too "confined" by this game?
You're great when you can go wild, a la deterioration
in AMFV or absurd bandwiness in LGOP. Isn't this game
a little tame for you? Would you be happy writing it?
I love the idea though. ☆☆☆ 1/2

BLAZING CARSERS

Genre: Tales of Adventure

Rating: probably Standard

System: probably Classic

Estimated Development Time: 8-9 months

The western comedy that Jerry started. A lot of the basic design and a little bit of the implementation is already done. If you don't recall, the basic story line is a spaghetti western with all the usual characters and situations, and the basic gag is that there are several carsers with different personalities and degrees of competency that are constantly wandering "in" and "out" of the game. Another gag revolves around Mr. Smith, who can imitate nearly anything: "There is a bowling ball here." TAKE BOWLING BALL. "Oops! It's only Mr. Smith, doing his famous bowling ball imitation." Or... "President Rutherford B. Hayes is at the bar." PRESIDENT HAYES, HOWDY. "As you begin speaking, you realize that it isn't President Rutherford B. Hayes after all, but merely Mr. Smith, doing his totally awesome President Rutherford Hayes imitation." A laugh riot.

INTERACTIVE BIBLE

Genre: Fantasy? TDA?

Rating: probably Standard

System: could go either way

Estimated Development Time: 8-10 months

Imagine the ad campaign: "Have you always thought that God screwed it up? Try it yourself!" The opening room: VOID. Suggested first moves LET THERE BE LIGHT, CREATE WORLD. Imagine the response to EXAMINE LIGHT: You see that it is good. As the "story" progresses, you would become other characters. As Adam, you might decide to shun the serpent's apple, stay in Eden and die of boredom; as Noah, you could refuse to build the ark and drown in the Flood, or forget to bring along two horses, changing the entire shape of human history. The writing would naturally all be in shalts and begats and baths. A continuation of my ongoing effort to offend every man, woman, and child in the universe.

"THE VIABLE IDEA"

Genre: Mixed/Experimental

Rating: probably Standard or Mixed

System: could go either way

Estimated Development Time: 6 months

An idea I originally came up with as a way to produce a game in much less time than could normally be expected, but which I think is an interesting idea even without that need. Basically, one person (the Editor) designs a tiny "piece" of a game -- a couple of rooms, a few objects with action routines, maybe even a character. Working from this, in complete isolation, five (or so) imps would write a small mini-game (a couple of puzzles, ten to twenty rooms) around that original core. The Editor would be responsible for integrating the five ideas together, blending the code, making sure that there wasn't any gross repetition in the stories, and, of course, fixing bugs. I think that seeing how different people went in different directions from the same starting point would make for an interesting interactive fiction experience.

TITANIC

Genre: TDA? Docu-drama?

Rating: probably Standard

System: Extended

Estimated Development Time: 10-12 months

It was one of the most dramatic moments in history. The world's largest, most luxurious, most technically advanced ocean liner, carrying many of the world's richest and most famous people, was nearing the end of it's maiden voyage. At 11:40 p.m. on April 14, 1912 an iceberg sideswiped the huge ship, leaving a 300 foot underwater gash. Less than three hours later the "unsinkable" Titanic was gone, taking 1500 people with her. The events of that night are well-recounted in several books.

You are a passenger on the Titanic, travelling in Third Class to disguise the importance of your mission: transporting a MacGuffin from London to New York. As the ship opens and you feel a long, drawn out shudder pass through the ship,

→ Warning, Will Robinson! If you don't want the thread that ties the 3 stories together known, then we can "position" the game as three "random" stories. I suspect Marketing and Sales wouldn't do a satisfactory job. From what you've said here, I know too little. Are the stories humorous? "Serious" (a la Stancross)? Mixed? If you're ~~less~~ inclined to do this, could I read your short story to evaluate the ideas? ?

: probably Standard
nt Time: 8-9 months
esign and a little
ll, the basic story
nd situations, and
erent personalities
and "out" of the
te nearly anything:
t's only Mr. Smith,
utherford B. Hayes
aking, you realize
t merely Mr. Smith,
on." A laugh riot.

→ I think there's less than a full-length game here, both in content and in life of the gags. (The Nth time you get a Mr. Smith isn't as funny as the Nth-Mth.) Same with the parser personalities. Don't think I don't like the gags: I do, and I think the gags should be used somewhere. But it doesn't need to, nor should it, be the main feature of a game. Also, westerns are strange to begin with -- you never know how seriously to take them, or how symbolic; some people really like them, others detest them -- and doing a hack of a western can't be done much better than Blazing Saddles, can it? And even that was only slightly better than fair. ☆ 1/2

: probably Standard
t Time: 3-10 months
screwed it up? Try
LET THERE BE LIGHT,
ee that it is good.
ers. As Adam, you
die of boredom: as
lood, or forget to
istory. The writing
ontinuation of my
universe.

→ • Infocom should encourage you in your "ongoing effort."

This game, this title, is as promising and ewcative as Leather Goddesses of Phobos. My biggest fears are:

- (1) that it's just too much (the Bible is full of rich anecdotes) and it'll be too hard for you to pick the "best" of the Bible; and (2) that the game may be hard to implement vis-a-vis getting the player to do the "right" thing (to see the joke) while preserving the illusion of "what happens next is up to you." But if you can overcome these obstacles, this is a terrific, irreverent, funny, and very different game. ☆☆☆☆

y Standard or Mixed
ment Time: 6 months
e in much less time
teresting idea even
s a tiny "piece" of
ines, maybe even a
(or so) imps would
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→ I think this a great idea too. If only more
Imps agreed! ☆☆☆☆

: probably Standard
Time: 10-12 months
ld's largest, most
many of the world's
s maiden voyage. At
ship, leaving a 300
unkable" Titanic was
are well-recounted

→ I played a computer game where the player had to survive the Titanic's sinking. It was an OK game (an all-text adventure) but didn't

ss to disguise the
London to New York.
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The actual events
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. Standard or mixed
ent Time: 12 months
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completely puzzle-

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How could a browse
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Rating: Standard
r Time: 8-10 months
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KEGGA BRU. As the
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e fraternity letters
to the prized Tequila
etc.

to solve a series of
aking, mild breaking
you go through the
doing all sorts of
e could also be very
nt goals.

live up to the "myth" (in my mind, only
"A Night to Remember" does). But the locale is
exotic; and certainly the Titanic is in the news
now (though who knows a year from now). I
don't care for games that require "split-second
timing" (a "feature" I really dislike in Trinity).
But I really like your "tourist" idea, if you
think there would be enough meat there. ☆☆☆

As you say, this would be an experiment. I'd much
rather estimate a longer development time so you could
A completely throw out bad stories and replace them.
Is it too disjoint? Not for the target audience (the
person who plays for a couple of hours a month). Your
sibling idea is pretty good -- and the browse could be
~~a photo album~~ an album kept by mom, with photos,
letters, etc., from her kids. (I think there are lots
of ways to tie the stories together if you want -- and
maybe the looser the ties the better, like in Doonesbury:
Joannie works foracey who's married to the bird watcher who
goes on an island to watch birds and ~~even~~ "rescues" Honey
and Duke who's related to Zorker...) Lots of exciting
possibilities here. But again, ~~Attack~~ like Attack
of the Freons, I'm worried about Marketing's and
Sales' ability to do the game justice. ☆☆☆ 1/2

Excellent -- definitely worth doing, because it's
funny, has lots of possibilities, the concept is good,
and it will appeal to the perfect age group.
Light-hearted and humorous, bawdy, sexy, etc.
Not as "safe" as Zork Zero, or Stationfall,
but much more interesting. ☆☆☆ 1/2

Jeff

*** Next Project ***

ZORK ZERO

Genre: Fantasy

Rating: Standard

System: probably Extended

Estimated Development Time: 10-12 months

As the name implies, a prequel to the Zork trilogy. It would be set in the Great Underground Empire, and covering a long period of time, from the end of the reign of Dimwit Flathead in 789 through the fall of the GUE in 883, and possibly through 948 (the year of the Zork trilogy). It would almost certainly end "west of a white house." There would be some story, probably about as much as Enchanter or Sorcerer. For the most part, though, it would be an intensely puzzle-oriented game with a huge geography--or is that too similar to Trinity?

STATIONFALL

Genre: Science Fiction

Rating: Standard or Advanced

System: Classic

Estimated Development Time: 8 months

The long-awaited sequel to Planetfall. Since your promotion to Lieutenant First Class in the Stellar Patrol of the Third Galactic Union following a commendable job on Resida five years ago, you have failed to advance your rank or career at all. Elevation to LFC has meant that your routine of constant mopping drudgery has been replaced by a routine of constant paperwork drudgery, and your harsh commanding officer Ensign Blather has been replaced by the bubbleheaded and bureaucratic Captain Measle. Your latest assignment: to shuttle over to Station Alpha Beta Epsilon Gamma Omega 78-C-985 Sector Delta Delta VH-98, in order to pick up a crate of new shuttle fuel requisition form requisition forms. You stop by the robot pool to pick up a robot aide for the trip ... one familiar figure comes bounding toward you... "Hey, take Floyd! Floyd best robot aide in pool!" After a brief trip, you arrive at the station. It is deserted, your shuttle has stopped working you can't raise your ship, and Floyd has begun to act oddly...

MINUTE MYSTERIES

Genre: Mystery

Rating: Standard or mixed

System: definitely Extended

Estimated Development Time: 12 months

Four mini-mysteries, each set in the same locale, but during different periods of time. I can see one set during the 1910's, one during WWII, one during the present, and one at some point in the next century. For the location, I'm leaning toward a small cruise ship. (Naturally, I'd have to spend several weeks on cruise ships doing research). Some ideas for the individual mysteries: 1) one of them, it turns out that you were actually the killer, but are suffering amnesia because of a blow received during a struggle with the victim -- you first think that the blow was inflicted by the murderer! In another, you would be the descendant of a character in one of the previous stories, attempting to prove the innocence of your relative, and getting mixed up in a new murder, and having to solve both. The last story, set in the future, would also have some sci-fi elements.

ATTACK OF THE FREONS (and other stories)

Genre: Science Fiction

Rating: probably Advanced

System: could go either way

Estimated Development Time: 10 months

This is based on a fairly long short story I wrote a few years ago. It would be a game with a good blend of story and puzzle elements. There would be 3 story lines, each one based on a science fiction cliché -- time travel, a mad scientist, and invasion from outer space. However, all three stories, which at first seem totally independent, end up tying together. I won't say how: even the fact that they do at all should be kept top secret.

Jeff

Rating: Standard
Time: 10-12 months
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standard or Advanced
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e stories, which at
on't say how; even

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BLAZING PARSERS

Genre: Tales of Adventure

Rating: probably Standard

System: probably Classic

Estimated Development Time: 8-9 months

The western comedy that Jerry started. A lot of the basic design and a little bit of the implementation is already done. If you don't recall, the basic story line is a spaghetti western with all the usual characters and situations, and the basic gag is that there are several parsers with different personalities and degrees of competency that are constantly wandering "in" and "out" of the game. Another gag revolves around Mr. Smith, who can imitate nearly anything: "There is a bowling ball here." TAKE BOWLING BALL. "Oops! It's only Mr. Smith, doing his famous bowling ball imitation." Or... "President Rutherford B. Hayes is at the bar." PRESIDENT HAYES, HOWDY. "As you begin speaking, you realize that it isn't President Rutherford B. Hayes after all, but merely Mr. Smith, doing his totally awesome President Rutherford Hayes imitation." A laugh riot.

INTERACTIVE BIBLE

Genre: Fantasy? TQA?

Rating: probably Standard

System: could go either way

Estimated Development Time: 8-10 months

Imagine the ad campaign: "Have you always thought that God screwed it up? Try it yourself!" The opening room: VOID. Suggested first moves LET THERE BE LIGHT, CREATE WORLD. Imagine the response to EXAMINE LIGHT: You see that it is good. As the "story" progresses, you would become other characters. As Adam, you might decide to snub the serpent's apple, stay in Eden and die of boredom; as Noah, you could refuse to build the ark and drown in the Flood, or forget to bring along two horses, changing the entire shape of human history. The writing would naturally all be in shelts and begats and haths. A continuation of my ongoing effort to offend every man, woman, and child in the universe.

"THE VIABLE IDEA"

Genre: Mixed/Experimental

Rating: probably Standard or Mixed

System: could go either way

Estimated Development Time: 6 months

An idea I originally came up with as a way to produce a game in much less time than could normally be expected, but which I think is an interesting idea even without that need. Basically, one person (the Editor) designs a tiny "piece" of a game -- a couple of rooms, a few objects with action routines, maybe even a character. Working from this, in complete isolation, five (or so) imps would write a small mini-game (a couple of puzzles, ten to twenty rooms) around that original core. The Editor would be responsible for integrating the five ideas together, blending the code, making sure that there wasn't any gross repetition in the stories, and, of course, fixing bugs. I think that seeing how different people went in different directions from the same starting point would make for an interesting interactive fiction experience.

TITANIC

Genre: TQA? Docu-drama?

Rating: probably Standard

System: Extended

Estimated Development Time: 10-12 months

It was one of the most dramatic moments in history. The world's largest, most luxurious, most technically advanced ocean liner, carrying many of the world's richest and most famous people, was nearing the end of it's maiden voyage. At 11:40 p.m. on April 14, 1912 an iceberg sideswiped the huge ship, leaving a 300 foot underwater gash. Less than three hours later the "unsinkable" Titanic was gone, taking 1500 people with her. The events of that night are well-recounted in several books.

You are a passenger on the Titanic, travelling in Third Class to disguise the importance of your mission: transporting a MacGuffin from London to New York. As the ship opens and you feel a long, drawn out shudder pass through the ship,

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Time: 8-9 months
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Time: 10-12 months
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maiden voyage. At
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nkable" Titanic was
are well-recounted

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London to New York.
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The actual events
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: Standard or mixed
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Rating: Standard
t Time: 8-10 months
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fraternity letters
the prized Tequila
etc.

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you go through the
doing all sorts of
could also be very
t goals.

LGOP sequel.



Amy

*** Next Project ***

ZORK ZERO

Genre: Fantasy

Rating: Standard

System: probably Extended

Estimated Development Time: 10-12 months

As the name implies, a prequel to the Zork trilogy. It would be set in the Great Underground Empire, and covering a long period of time, from the end of the reign of Dimwit Flathead in 729 through the fall of the GUE in 983, and possibly through 999 (the year of the Zork trilogy). It would almost certainly end "west of a white house." There would be some story, probably about as much as Enchanter or Sorcerer. For the most part, though, it would be an intensely puzzle-oriented game with a huge geography--or is that too similar to Trinity?

STATIONFALL

Genre: Science Fiction

Rating: Standard or Advanced

System: Classic

Estimated Development Time: 8 months

The long-awaited sequel to Planetfall. Since your promotion to Lieutenant First Class in the Stellar Patrol of the Third Galactic Union following a commendable job on Kesida five years ago, you have failed to advance your rank or career at all. Elevation to LFC has meant that your routine of constant mopping drudgery has been replaced by a routine of constant paperwork drudgery, and your harsh commanding officer Ensign Blather has been replaced by the bubbleheaded and bureaucratic Captain Messle. Your latest assignment: to shuttle over to Station Alpha Beta Epsilon Gamma Omega 78-C-985 Sector Delta Delta VH-98, in order to pick up a crate of new shuttle fuel requisition form requisition forms. You stop by the robot pool to pick up a robot aide for the trip ... one familiar figure comes bounding toward you... "Hey, take Floyd! Floyd best robot aide in pool!" After a brief trip, you arrive at the station. It is deserted, your shuttle has stopped working you can't raise your ship, and Floyd has begun to act oddly...

MINUTE MYSTERIES

Genre: Mystery

Rating: Standard or mixed

System: definitely Extended

Estimated Development Time: 12 months

Four mini-mysteries, each set in the same locale, but during different periods of time. I can see one set during the 1910's, one during WWII, one during the present, and one at some point in the next century. For the location, I'm leaning toward a small cruise ship. (Naturally, I'd have to spend several weeks on cruise ships doing research). Some ideas for the individual mysteries: In one of them, it turns out that you were actually the killer, but are suffering amnesia because of a blow received during a struggle with the victim -- you first think that the blow was inflicted by the murderer! In another, you would be the descendant of a character in one of the previous stories, attempting to prove the innocence of your relative, and getting mixed up in a new murder, and having to solve both. The last story, set in the future, would also have some sci-fi elements.

ATTACK OF THE FREEDOMS (and other stories)

Genre: Science Fiction

Rating: probably Advanced

System: could go either way

Estimated Development Time: 10 months

This is based on a fairly long short story I wrote a few years ago. It would be a game with a good blend of story and puzzle elements. There would be 3 story lines, each one based on a science fiction cliché -- time travel, a mad scientist, and invasion from outer space. However, all three stories, which at first seem totally independent, end up tying together. I won't say how; even the fact that they do at all should be kept top secret.

Rating: Standard
Time: 10-12 months
would be set in the
e, from the end of
the GUE in 883, and
uld almost certainly
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similar to Trinity?

Dornie's been asking
for this, hasn't he?

- Coming the
Spring after
21, 22, 23 come out

Fantasy

Can See The Logic - First Choice

Standard or Advanced
ment Time: 8 months
to Lieutenant First
owing a commendable
ur rank or career at
ent mopping drudgery
ery, and your harsh
ne bubbleheaded and
ttle over to Station
VH-98, in order to
tion forms. You stop
ore familiar figure
robot aide in pool!"
ed, your shuttle has
egun to act oddly...

People have been asking for this...

Can See The Logic - Second Choice

Sci Fi

g: Standard or mixed
ment Time: 12 months
ng different periods
WWII, one during the
the location, I'm
spend several weeks
ical mysteries: In
r, but are suffering
the victim -- you
n another, you would
ries, attempting to
in a new murder, and
would also have some

For a short story grouping, I like Attack better.

Fifth Choice- PF (tied)

Mystery

g: probably Advanced
ment Time: 10 months
ers ago. It would be
ere would be 3 story
time travel, a mad
ee stories, which at
won't say how: even

Nesto. Keeno. Peachy. Ducky.

SECOND CHOICE- PERSONAL Favorite

Sci Fi

BLAZING PARERS

Genre: Tales of Adventure

Rating: probably Standard

System: probably Classic

Estimated Development Time: 8-9 months

The western comedy that Jerry started. A lot of the basic design and a little bit of the implementation is already done. If you don't recall, the basic story line is a spaghetti western with all the usual characters and situations, and the basic gag is that there are several parsers with different personalities and degrees of competency that are constantly wandering "in" and "out" of the game. Another gag revolves around Mr. Smith, who can imitate nearly anything: "There is a bowling ball here." TAKE BOWLING BALL. "Goos! It's only Mr. Smith, doing his famous bowling ball imitation." Or... "President Rutherford B. Hayes is at the bar." PRESIDENT HAYES, HOWDY. "As you begin speaking, you realize that it isn't President Rutherford B. Hayes after all, but merely Mr. Smith, doing his totally awesome President Rutherford Hayes imitation." A laugh riot.

INTERACTIVE BIBLE

Genre: Fantasy? TGA?

Rating: probably Standard

System: could go either way

Estimated Development Time: 8-10 months

Imagine the ad campaign: "Have you always thought that God screwed it up? Try it yourself!" The opening room: VOID. Suggested first moves LET THERE BE LIGHT, CREATE WORLD. Imagine the response to EXAMINE LIGHT: You see that it is good. As the "story" progresses, you would become other characters. As Adam, you might decide to shun the serpent's apple, stay in Eden and die of boredom; as Noah, you could refuse to build the ark and drown in the Flood, or forget to bring along two horses, changing the entire shape of human history. The writing would naturally all be in shalts and begats and hains. A continuation of my ongoing effort to offend every man, woman, and child in the universe.

"THE VIABLE IDEA"

Genre: Mixed/Experimental

Rating: probably Standard or Mixed

System: could go either way

Estimated Development Time: 6 months

An idea I originally came up with as a way to produce a game in much less time than could normally be expected, but which I think is an interesting idea even without that need. Basically, one person (the Editor) designs a tiny "piece" of a game -- a couple of rooms, a few objects with action routines, maybe even a character. Working from this, in complete isolation, five (or so) imps would write a small mini-game (a couple of puzzles, ten to twenty rooms) around that original core. The Editor would be responsible for integrating the five ideas together, blending the code, making sure that there wasn't any gross repetition in the stories, and, of course, fixing bugs. I think that seeing how different people went in different directions from the same starting point would make for an interesting interactive fiction experience.

TITANIC

Genre: TGA? Docu-drama?

Rating: probably Standard

System: Extended

Estimated Development Time: 10-12 months

It was one of the most dramatic moments in history. The world's largest, most luxurious, most technically advanced ocean liner, carrying many of the world's richest and most famous people, was nearing the end of it's maiden voyage. At 11:40 p.m. on April 14, 1912 an iceberg sideswiped the huge ship, leaving a 300 foot underwater gash. Less than three hours later the "unsinkable" Titanic was gone, taking 1500 people with her. The events of that night are well-recounted in several books.

You are a passenger on the Titanic, travelling in Third Class to disguise the importance of your mission: transporting a MacGuffin from London to New York. As the ship opens and you feel a long, drawn out shudder pass through the ship,

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t merely Mr. Smith,
on." A laugh riot.

Nyah. I like the idea of a western, tho.

Western
Comedy

: probably Standard
t Time: 8-10 months
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LET THERE BE LIGHT,
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istory. The writing
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universe.

Too Hot to Handle

- Bible -

y Standard or Mixed
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(or so) imps would
rooms) around that
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ny gross repetition
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oint would make for

Neat. Could enough imps devote enough
time even to sketch out their mini-games?

Third Choice - Personal Favorite

Experimental

: probably Standard
Time: 10-12 months
ld's largest, most
many of the world's
maiden voyage. At
ship, leaving a 300
nkable" Titanic was
are well-recounted

Exciting. Typical. I bet there'll be another
movie soon, too.

FIRST CHOICE - Personal Favorite

T. A
-Titanic-

ss to disguise the
London to New York.
s through the ship,

you must begin the process of escaping the restricted Third Class section, retrieving the MacBiffin from the purser's safe amidst the confusion, and surviving the sinking to complete your delivery assignment. The actual events of those 160 minutes between iceberg and sinking would occur around you. I see this as a game of split-second timing, that would require multiply playing to optimize your turns in order to solve all the puzzles in the shortest possible time. But you could also ignore all the puzzles and simply wander around the ship as a "tourist," taking in the sights of this amazing event.

THE BEST OF STEVO

Genre: mixed

Rating: Standard or mixed

System: EZIP or (lower case) ezip Estimated Development Time: 12 months
A collection of "short stories," many or all of which would be designed to play in one sitting of approximately an hour or two. I envision around ten stories on the disk. They would have little or no connection to each other. The manual would contain a table of contents so that you could enter any story you wanted by typing in a word or number at the beginning. The stories would probably be from ~~different~~ several different genres. It would be an interesting experiment to see if people who found our normal programs too daunting due to the length of time required to play them would be more interested in short stories. This would also be a good chance to try a lot of interesting things which are too experimental to risk a whole program on, or which are just too small to become an entire full story. There could be some new genres, some completely puzzleless stories, a story with replayability. One or two of the stories could be longer, in an attempt to wean beginners into accepting a multi-hour interactive fiction effort. Some problems with the idea: is it just too disjoint? Is there anyway to tie all the stories together? (One thought for tying the stories together: there are N siblings, and each brother or sister appears in one of the stories as a character; they could make cross references to their sibling in one of the other stories.) How could a browse be done for this? What would the program be called? Would it turn off our hardcore fans?

INITIATION DAY

Genre: Comedy

Rating: Standard

System: Classic or (l.c.) ezip Estimated Development Time: 8-10 months
This is actually Hollywood's idea, but I love it and I wanted to make sure it was written down somewhere in case we both died in an accident without telling anyone about it. Basically, we're talking the interactive fiction version of Animal House. You would be a new fraternity pledge at TAPPA KEGGA BRU. As the story begins, the frat president is giving each member of the pledge class his hazing assignment: steal a bra of the dean's wife, paint the fraternity letters on the beautiful stained-glass windows of the chapel, kidnap the prized Tequila bottle collection of the arch-rival frat, THETA ETA BAGEL, etc. This would then be a puzzle-oriented game in which you had to solve a series of puzzles leading up to your goal. There would be lots of drinking, mild breaking of the law, off-color jokes, and plenty of tits and ass. As you go through the game, you would see the other members of the pledge class doing all sorts of bizarre things in an attempt to reach their own goal. There could also be very interesting variations in which you get each of the different goals.

COLLABORATIONS (?)

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Standard or mixed
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Rating: Standard
Time: 8-10 months
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doing all sorts of
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goals.

Maybe just because you aren't being specific
about individual stories, this isn't as exciting
as Attack.

Fifth Choice - PF. (tied)

Experimental

Don't need another straight comedy (perhaps)
unless, Hijinx and Bureaucracy aren't funny
and no one else is doing one this year.

Fourth Choice - Personal Favorite

Comedy

PDL

*** Next Project ***

ZORK ZEPG

Genre: Fantasy

Rating: Standard

System: probably Extended

Estimated Development Time: 10-12 months

As the name implies, a prequel to the Zork trilogy. It would be set in the Great Underground Empire, and covering a long period of time, from the end of the reign of Dimwit Flathead in 739 through the fall of the GUE in 883, and possibly through 946 (the year of the Zork trilogy). It would almost certainly end "West of a white house." There would be some story, probably about as much as Enchanter or Sorcerer. For the most part, though, it would be an intensely puzzle-oriented game with a huge geography--or is that too similar to Trinity?

STATIONFALL

Genre: Science Fiction

Rating: Standard or Advanced

System: Classic

Estimated Development Time: 8 months

The long-awaited sequel to Planetfall. Since your promotion to Lieutenant First Class in the Stellar Patrol of the Third Galactic Union following a commendable job on Resida five years ago, you have failed to advance your rank or career at all. Elevation to LFC has meant that your routine of constant mopping drudgery has been replaced by a routine of constant paperwork drudgery, and your harsh commanding officer Ensign Blather has been replaced by the bubbleheaded and bureaucratic Captain Measle. Your latest assignment: to shuttle over to Station Alpha Beta Epsilon Gamma Omega 78-C-988 Sector Delta Delta VH-98, in order to pick up a crate of new shuttle fuel requisition form requisition forms. You stop by the robot pool to pick up a robot aide for the trip ... one familiar figure comes bounding toward you... "Hey, take Floyd! Floyd best robot aide in pool! After a brief trip, you arrive at the station. It is deserted, your shuttle has stopped working you can't raise your ship, and Floyd has begun to act oddly...

MINUTE MYSTERIES

Genre: Mystery

Rating: Standard or mixed

System: definitely Extended

Estimated Development Time: 12 months

Four mini-mysteries, each set in the same locale, but during different periods of time. I can see one set during the 1910's, one during WWII, one during the present, and one at some point in the next century. For the location, I'm leaning toward a small cruise ship. (Naturally, I'd have to spend several weeks on cruise ships doing research). Some ideas for the individual mysteries: In one of them, it turns out that you were actually the killer, but are suffering amnesia because of a blow received during a struggle with the victim -- you first think that the blow was inflicted by the murderer! In another, you would be the descendant of a character in one of the previous stories, attempting to prove the innocence of your relative, and getting mixed up in a new murder, and having to solve both. The last story, set in the future, would also have some sci-fi elements.

ATTACK OF THE FREONS (and other stories)

Genre: Science Fiction

Rating: probably Advanced

System: could go either way

Estimated Development Time: 10 months

This is based on a fairly long short story I wrote a few years ago. It would be a game with a good blend of story and puzzle elements. There would be 3 story lines, each one based on a science fiction cliché -- time travel, a mad scientist, and invasion from outer space. However, all three stories, which at first seem totally independent, end up tying together. I won't say how: even the fact that they do at all should be kept top secret.

10 = best
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Rating: Standard
Time: 10-12 months
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GLAZING PARSERS

Genre: Tales of Adventure

Rating: probably Standard

System: probably Classic

Estimated Development Time: 8-9 months

The western comedy that Jerry started. A lot of the basic design and a little bit of the implementation is already done. If you don't recall, the basic story line is a spaghetti western with all the usual characters and situations, and the basic gag is that there are several parsers with different personalities and degrees of competency that are constantly wandering "in" and "out" of the game. Another gag revolves around Mr. Smith, who can imitate nearly anything: "There is a bowling hall here." TAKE BOWLING BALL. "Oops! It's only Mr. Smith, doing his famous bowling ball imitation." Or... "President Rutherford B. Hayes is at the bar." PRESIDENT HAYES, HOWDY. "As you begin speaking, you realize that it isn't President Rutherford B. Hayes after all, but merely Mr. Smith, doing his totally awesome President Rutherford Hayes imitation." A laugh riot.

INTERACTIVE BIBLE

Genre: Fantasy? TDA?

Rating: probably Standard

System: could go either way

Estimated Development Time: 8-10 months

Imagine the ad campaign: "Have you always thought that God screwed it up? Try it yourself!" The opening room: VOID. Suggested first moves LET THERE BE LIGHT, CREATE WORLD. Imagine the response to EXAMINE LIGHT: You see that it is good. As the "story" progresses, you would become other characters. As Adam, you might decide to shun the serpent's apple, stay in Eden and die of boredom; as Noah, you could refuse to build the ark and drown in the Flood, or forget to bring along two horses, changing the entire shape of human history. The writing would naturally all be in shells and begets and baths. A continuation of my ongoing effort to offend every man, woman, and child in the universe.

"THE VIABLE IDEA"

Genre: Mixed/Experimental

Rating: probably Standard or Mixed

System: could go either way

Estimated Development Time: 6 months

An idea I originally came up with as a way to produce a game in much less time than could normally be expected, but which I think is an interesting idea even without that need. Basically, one person (the Editor) designs a tiny "piece" of a game -- a couple of rooms, a few objects with action routines, maybe even a character. Working from this, in complete isolation, five (or so) imps would write a small mini-game (a couple of puzzles, ten to twenty rooms) around that original core. The Editor would be responsible for integrating the five ideas together, blending the code, making sure that there wasn't any gross repetition in the stories, and, of course, fixing bugs. I think that seeing how different people went in different directions from the same starting point would make for an interesting interactive fiction experience.

TITANIC

Genre: TDA? Docu-drama?

Rating: probably Standard

System: Extended

Estimated Development Time: 10-12 months

It was one of the most dramatic moments in history. The world's largest, most luxurious, most technically advanced ocean liner, carrying many of the world's richest and most famous people, was nearing the end of its maiden voyage. At 11:40 p.m. on April 14, 1912 an iceberg sideswiped the huge ship, leaving a 300 foot underwater gash. Less than three hours later the "unsinkable" Titanic was gone, taking 1500 people with her. The events of that night are well-recounted in several books.

You are a passenger on the Titanic, travelling in Third Class to disguise the importance of your mission: transporting a MacGuffin from London to New York. As the ship opens and you feel a long, drawn out shudder pass through the ship,

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you must begin the process of escaping the restricted Third Class section, retrieving the MacGuffin from the purser's safe amidst the confusion, and surviving the sinking to complete your delivery assignment. The actual events of those 160 minutes between iceberg and sinking would occur around you. I see this as a game of split-second timing, that would require multiply playing to optimize your turns in order to solve all the puzzles in the shortest possible time. But you could also ignore all the puzzles and simply wander around the ship as a "tourist," taking in the sights of this amazing event.

THE BEST OF STEVE

Genre: mixed Rating: Standard or mixed
System: EZIP or (lower case) ezip Estimated Development Time: 12 months
A collection of "short stories," many or all of which would be designed to play in one sitting of approximately an hour or two. I envision around ten stories on the disk. They would have little or no connection to each other. The manual would contain a table of contents so that you could enter any story you wanted by typing in a word or number at the beginning. The stories would probably be from different several different genres. It would be an interesting experiment to see if people who found our normal programs too daunting due to the length of time required to play them would be more interested in short stories. This would also be a good chance to try a lot of interesting things which are too experimental to risk a whole program on, or which are just too small to become an entire full story. There could be some new genres, some completely puzzle-less stories, a story with replayability. One or two of the stories could be longer, in an attempt to wean beginners into accepting a multi-hour interactive fiction effort. Some problems with the idea: is it just too disjoint? Is there anyway to tie all the stories together? (One thought for tying the stories together: there are N siblings, and each brother or sister appears in one of the stories as a character; they could make cross references to their sibling in one of the other stories.) How could a browse be done for this? What would the program be called? Would it turn off our hardcore fans?

INITIATION DAY

Genre: Comedy Rating: Standard
System: Classic or (l.c.) ezip Estimated Development Time: 8-10 months
This is actually Hollywood's idea, but I love it and I wanted to make sure it was written down somewhere in case we both died in an accident without telling anyone about it. Basically, we're talking the interactive fiction version of Animal House. You would be a new fraternity pledge at TAPPA KEGGA BRU. As the story begins, the frat president is giving each member of the pledge class his hazing assignment: steal a bra of the dean's wife, paint the fraternity letters on the beautiful stained-glass windows of the chapel, kidnap the prized Tequila bottle collection of the arch-rival frat, THETA ETA BAGEL, etc. This would then be a puzzle-oriented game in which you had to solve a series of puzzles leading up to your goal. There would be lots of drinking, wild breaking of the law, off-color jokes, and plenty of tits and ass. As you go through the game, you would see the other members of the pledge class doing all sorts of bizarre things in an attempt to reach their own goal. There could also be very interesting variations in which you get each of the different goals.

COLLABORATIONS (?)

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Standard or mixed
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*** Next Project ***

ZORK ZERO

Genre: Fantasy

Rating: Standard

System: probably Extended

Estimated Development Time: 10-12 months

As the name implies, a prequel to the Zork trilogy. It would be set in the Great Underground Empire, and covering a long period of time, from the end of the reign of Dimwit Flathead in 789 through the fall of the GUE in 883, and possibly through 948 (the year of the Zork trilogy). It would almost certainly end "west of a white house." There would be some story, probably about as much as Enchanter or Sorcerer. For the most part, though, it would be an intensely puzzle-oriented game with a huge geography--or is that too similar to Trinity?

STATIONFALL

Genre: Science Fiction

Rating: Standard or Advanced

System: Classic

Estimated Development Time: 8 months

The long-awaited sequel to Planetfall. Since your promotion to Lieutenant First Class in the Stellar Patrol of the Third Galactic Union following a commendable job on Resida five years ago, you have failed to advance your rank or career at all. Elevation to LFC has meant that your routine of constant mopping drudgery has been replaced by a routine of constant paperwork drudgery, and your harsh commanding officer Ensign Blather has been replaced by the bubbleheaded and bureaucratic Captain Measle. Your latest assignment: to shuttle over to Station Alpha Beta Epsilon Gamma Omega 78-C-988 Sector Delta Delta VM-98, in order to pick up a crate of new shuttle fuel requisition form requisition forms. You stop by the robot pool to pick up a robot aide for the trip ... one familiar figure comes bounding toward you... "Hey, take Floyd! Floyd best robot aide in pool!" After a brief trip, you arrive at the station. It is deserted, your shuttle has stopped working you can't raise your ship, and Floyd has begun to act oddly...

MINUTE MYSTERIES

Genre: Mystery

Rating: Standard or mixed

System: definitely Extended

Estimated Development Time: 12 months

Four mini-mysteries, each set in the same locale, but during different periods of time. I can see one set during the 1910's, one during WWII, one during the present, and one at some point in the next century. For the location, I'm leaning toward a small cruise ship. (Naturally, I'd have to spend several weeks on cruise ships doing research). Some ideas for the individual mysteries: In one of them, it turns out that you were actually the killer, but are suffering amnesia because of a blow received during a struggle with the victim -- you first think that the blow was inflicted by the murderer! In another, you would be the descendant of a character in one of the previous stories, attempting to prove the innocence of your relative, and getting mixed up in a new murder, and having to solve both. The last story, set in the future, would also have some sci-fi elements.

ATTACK OF THE FREONS (and other stories)

Genre: Science Fiction

Rating: probably Advanced

System: could go either way

Estimated Development Time: 10 months

This is based on a fairly long short story I wrote a few years ago. It would be a game with a good blend of story and puzzle elements. There would be 3 story lines, each one based on a science fiction cliché -- time travel, a mad scientist, and invasion from outer space. However, all three stories, which at first seem totally independent, end up tying together. I won't say how: even the fact that they do at all should be kept too secret.

Rating: Standard
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BLAZING PARSEPS

Genre: Tales of Adventure

Rating: probably Standard

System: probably Classic

Estimated Development Time: 8-9 months

The western comedy that Jerry started. A lot of the basic design and a little bit of the implementation is already done. If you don't recall, the basic story line is a spaghetti western with all the usual characters and situations, and the basic gag is that there are several parseps with different personalities and degrees of competency that are constantly wandering "in" and "out" of the game. Another gag revolves around Mr. Smith, who can imitate nearly anything: "There is a bowling ball here." TAKE BOWLING BALL. "Gons! It's only Mr. Smith, doing his famous bowling ball imitation." Or... "President Rutherford B. Hayes is at the bar." PRESIDENT HAYES, HOWDY. "As you begin speaking, you realize that it isn't President Rutherford B. Hayes after all, but merely Mr. Smith, doing his totally awesome President Rutherford Hayes imitation." A laugh riot.

INTERACTIVE BIBLE

Genre: Fantasy? TDA?

Rating: probably Standard

System: could go either way

Estimated Development Time: 9-10 months

Imagine the ad campaign: "Have you always thought that God screwed it up? Try it yourself!" The opening room: VOID. Suggested first moves LET THERE BE LIGHT, CREATE WORLD. Imagine the response to EXAMINE LIGHT: You see that it is good. As the "story" progresses, you would become other characters. As Adam, you might decide to shun the serpent's apple, stay in Eden and die of boredom; as Noah, you could refuse to build the ark and drown in the Flood, or forget to bring along two horses, changing the entire shape of human history. The writing would naturally all be in shelt's and begats and baths. A continuation of my ongoing effort to offend every man, woman, and child in the universe.

"THE VIABLE IDEA"

Genre: Mixed/Experimental

Rating: probably Standard or Mixed

System: could go either way

Estimated Development Time: 6 months

An idea I originally came up with as a way to produce a game in much less time than could normally be expected, but which I think is an interesting idea even without that need. Basically, one person (the Editor) designs a tiny "piece" of a game -- a couple of rooms, a few objects with action routines, maybe even a character. Working from this, in complete isolation, five (or so) imps would write a small mini-game (a couple of puzzles, ten to twenty rooms) around that original core. The Editor would be responsible for integrating the five ideas together, blending the code, making sure that there wasn't any gross repetition in the stories, and, of course, fixing bugs. I think that seeing how different people went in different directions from the same starting point would make for an interesting interactive fiction experience.

TITANIC

Genre: TDA? Docu-drama?

Rating: probably Standard

System: Extended

Estimated Development Time: 10-12 months

It was one of the most dramatic moments in history. The world's largest, most luxurious, most technically advanced ocean liner, carrying many of the world's richest and most famous people, was nearing the end of it's maiden voyage. At 11:40 p.m. on April 14, 1912 an iceberg sideswiped the huge ship, leaving a 300 foot underwater gash. Less than three hours later the "unsinkable" Titanic was gone, taking 1500 people with her. The events of that night are well-recounted in several books.

You are a passenger on the Titanic, travelling in Third Class to disguise the importance of your mission: transporting a MacGuffin from London to New York. As the ship opens and you feel a long, drawn out shudder pass through the ship,

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 Job parameters: Request created:13-Aug-86 12:39:05 Page limit:342 Forms:NORM
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Steve-

I THINK ALL 6 OF THE GAMES I STARTED ARE GREAT IDEAS
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WHEN YOU'RE WRITING HUMOR, AND IT'S ~~ABOUT FRODO BAGGINS~~
GAMES.

- MIKE

*** Next Project ***

ZORK ZERO

Genre: Fantasy

Rating: Standard

System: probably Extended

Estimated Development Time: 10-12 months

* As the name implies, a prequel to the Zork trilogy. It would be set in the Great Underground Empire, and covering a long period of time, from the end of the reign of Gimmit Flathead in 729 through the fall of the GUE in 233, and possibly through 948 (the year of the Zork trilogy). It would almost certainly end "west of a white house." There would be some story, probably about as much as Enchanter or Sorcerer. For the most part, though, it would be an intensely puzzle-oriented game with a huge geography--or is that too similar to Trinity?

STATIONFALL

Genre: Science Fiction

Rating: Standard or Advanced

System: Classic

Estimated Development Time: 8 months

* The long-awaited sequel to Planetfall. Since your promotion to Lieutenant First Class in the Stellar Patrol of the Third Galactic Union following a commendable job on Resiga five years ago, you have failed to advance your rank or career at all. Elevation to LFC has meant that your routine of constant moping drudgery has been replaced by a routine of constant paperwork drudgery, and your harsh commanding officer Ensign Blather has been replaced by the bubbleheaded and bureaucratic Captain Weasle. Your latest assignment: to shuttle over to Station Alpha Beta Epsilon Gamma Omega 79-C-245 Sector Delta Delta VH-98, in order to pick up a crate of new shuttle fuel requisition form requisition forms. You stop by the robot pool to pick up a robot aide for the trip ... one familiar figure comes bounding toward you... "Hey, take Floyd! Floyd best robot aide in pool!" After a brief trip, you arrive at the station. It is deserted, your shuttle has stopped working you can't raise your ship, and Floyd has begun to act oddly...

MINUTE MYSTERIES

Genre: Mystery

Rating: Standard or mixed

System: definitely Extended

Estimated Development Time: 12 months

Four mini-mysteries, each set in the same locale, but during different periods of time. I can see one set during the 1910's, one during WWII, one during the present, and one at some point in the next century. For the location, I'm leaning toward a small cruise ship. (Naturally, I'd have to spend several weeks on cruise ships doing research). Some ideas for the individual mysteries: In one of them, it turns out that you were actually the killer, but are suffering amnesia because of a blow received during a struggle with the victim -- you first think that the blow was inflicted by the murderer! In another, you would be the descendant of a character in one of the previous stories, attempting to prove the innocence of your relative, and getting mixed up in a new murder, and having to solve both. The last story, set in the future, would also have some sci-fi elements.

ATTACK OF THE FREONS (and other stories)

Genre: Science Fiction

Rating: probably Advanced

System: could go either way

Estimated Development Time: 10 months

This is based on a fairly long short story I wrote a few years ago. It would be a game with a good blend of story and puzzle elements. There would be 3 story lines, each one based on a science fiction cliché -- time travel, a mad scientist, and invasion from outer space. However, all three stories, which at first seem totally independent, end up tying together. I won't say how: even the fact that they do at all should be kept top secret.

MAY WANT TO BE INTRODUCTORY (WISHING FOR DIFFICULTY)

Rating: Standard
Time: 10-12 months
ould be set in the
, from the end of
e GUE in 1983, and
d almost certainly
ably about as much
ld be an intensely
milar to Trinity?

I THINK IT WOULD BE GOOD TO INTRODUCE NEW
FEATURES AT THE SAME TIME - MULTI-PLAYER MODE;
GRAPHICAL PUZZLES, ROLE PLAYING, OR WHATEVER.

DONE WELL, THIS COULD SELL 100,000+ AND BOOST
SALES OF ZORK I, II, & III DUE TO PUBLICITY.

Standard or Advanced
ent Time: 8 months
o Lieutenant First
wing a commendable
rank or career at
t mopping drudgery
y, and your harsh
bubbleheaded and
le over to Station
-93, in order to
on forms. You stop
ne familiar figure
hot aide in pool!"
your shuttle has
un to act oddly...

I'M MORE INTERESTED IN THIS THAN I
WAS LAST YEAR. GAYLE POINTED OUT THAT
ALLOWING FOR IT'S LOWER SALES (COMPARED TO
ZORK I + HUGO), PLANETFALL HAD A
DISPROPORTIONATE SHARE OF 'FAVORITE'
RANKINGS IN THE NZT POLL.
STATIONFALL WOULD PROBABLY BOOST
PLANETFALL SALES TOO.

Standard or mixed
ent Time: 12 months
different periods
II, one during the
he location, I'm
spend several weeks
sual mysteries: In
but are suffering
the victim -- you
another, you would
les, attempting to
a new murder, and
ould also have some

I LIKE THE SHORT STORY IDEA, BUT
PREFER 'BEST OF STORIES'.

probably Advanced
ent Time: 10 months
s ago. It would be
e would be 3 story
ime travel, a mad
a stories, which at
on't say how; even

HARD TO JUDGE FROM THIS

BLAZING PAPERS

Genre: Tales of Adventure

Rating: probably Standard

System: probably Classic

Estimated Development Time: 8-9 months

The western comedy that Jerry started. A lot of the basic design and a little bit of the implementation is already done. If you don't recall, the basic story line is a spaghetti western with all the usual characters and situations, and the basic gag is that there are several parsers with different personalities and degrees of competency that are constantly wandering "in" and "out" of the game. Another gag revolves around Mr. Smith, who can imitate nearly anything: "There is a bowling ball here." TAKE BOWLING BALL. "Gooo! It's only Mr. Smith, doing his famous bowling ball imitation." Jr... "President Rutherford B. Hayes is at the bar." PRESIDENT HAYES, HOWDY. "As you begin speaking, you realize that it isn't President Rutherford B. Hayes after all, but merely Mr. Smith, doing his totally awesome President Rutherford Hayes imitation." A laugh riot.

INTERACTIVE BIBLE

Genre: Fantasy? TQA?

Rating: probably Standard

System: could go either way

Estimated Development Time: 8-10 months

Imagine the ad campaign: "Have you always thought that God screwed it up? Try it yourself!" The opening room: VOID. Suggested first moves LET THERE BE LIGHT, CREATE WORLD. Imagine the response to EXAMINE LIGHT: You see that it is good. As the "story" progresses, you would become other characters. As Adam, you might decide to shun the serpent's apple, stay in Eden and die of boredom; as Noah, you could refuse to build the ark and drown in the Flood, or forget to bring along two horses, changing the entire shape of human history. The writing would naturally all be in snails and begats and baths. A continuation of my ongoing effort to offend every man, woman, and child in the universe.

"THE VIABLE IDEA"

Genre: Mixed/Experimental

Rating: probably Standard or Mixed

System: could go either way

Estimated Development Time: 6 months

An idea I originally came up with as a way to produce a game in much less time than could normally be expected, but which I think is an interesting idea even without that need. Basically, one person (the Editor) designs a tiny "piece" of a game -- a couple of rooms, a few objects with action routines, maybe even a character. Working from this, in complete isolation, five (or so) imps would write a small mini-game (a couple of puzzles, ten to twenty rooms) around that original core. The Editor would be responsible for integrating the five ideas together, blending the code, making sure that there wasn't any gross repetition in the stories, and, of course, fixing bugs. I think that seeing how different people went in different directions from the same starting point would make for an interesting interactive fiction experience.

TITANIC

Genre: TQA? Docu-drama?

Rating: probably Standard

System: Extended

Estimated Development Time: 10-12 months

It was one of the most dramatic moments in history. The world's largest, most luxurious, and most technically advanced ocean liner, carrying many of the world's richest and most famous people, was nearing the end of its maiden voyage. At 11:40 p.m. on April 14, 1912 an iceberg sideswiped the huge ship, leaving a 300 foot underwater gash. Less than three hours later the "unsinkable" Titanic was gone, taking 1500 people with her. The events of that night are well-recounted in several books.

You are a passenger on the Titanic, travelling in Third Class to disguise the importance of your mission: transporting a MacGuffin from London to New York. As the ship opens and you feel a long, drawn out shudder pass through the ship,

probably Standard
Time: 8-9 months
sign and a little
l, the basic story
d situations, and
rent personalities
and "out" of the
e nearly anything:
e only Mr. Smith,
utherford B. Hayes
aking, you realize
merely Mr. Smith,
on." A laugh riot.

- DOESN'T SOUND LIKE IT.

probably Standard
Time: 8-10 months
screwed it up? Try
ET THERE BE LIGHT,
ee that it is good.
ers. As Adam, you
ie of boredom; as
ood, or forget to
story. The writing
continuation of my
universe.

IF DONE RIGHT, THIS WOULD BE
AN ABSOLUTE RIOT. HOWEVER,
I GOT THE IMPRESSION IT WOULD
BE VERY DIFFICULT TO ~~FOR~~
PULL OFF. WHAT IF YOU START
BY TYPING "LET THERE BE COWS"?

Standard or Mixed
Time: 6 months
e in much less time
interesting idea even
s a tiny "piece" of
ines, maybe even a
(or so) imps would
rooms) around that
ting the five ideas
ny gross repetition
eeing how different
oint would make for

I STILL THINK IT'S INTERESTING.

probably Standard
Time: 10-12 months
ld's largest, most
many of the world's
maiden voyage. At
ship, leaving a 300
nkable" Titanic was
are well-recounted

THIS HAS A LOT OF POTENTIAL - ESPECIALLY
CONSIDERING ALL THE RECENT TITANIC
PUBLICITY. I CERTAINLY WOULD BE
INTERESTED IN BEING THERE.

ss to disguise the
London to New York.
s through the ship,

you must begin the process of escaping the restricted Third Class section, retrieving the MacGuffin from the purser's safe amidst the confusion, and surviving the sinking to complete your delivery assignment. The actual events of those 160 minutes between iceberg and sinking would occur around you. I see this as a game of split-second timing, that would require multiply playing to optimize your turns in order to solve all the puzzles in the shortest possible time. But you could also ignore all the puzzles and simply wander around the ship as a "tourist," taking in the sights of this amazing event.

THE BEST OF STEVE

Genre: mixed Rating: Standard or mixed
System: EZIP or (lower case) ezip Estimated Development Time: 12 months
A collection of "short stories," many or all of which would be designed to play in one sitting of approximately an hour or two. I envision around ten stories on the disk. They would have little or no connection to each other. The manual would contain a table of contents so that you could enter any story you wanted by typing in a word or number at the beginning. The stories would probably be from different several different genres. It would be an interesting experiment to see if people who found our normal programs too daunting due to the length of time required to play them would be more interested in short stories. This would also be a good chance to try a lot of interesting things which are too experimental to risk a whole program on, or which are just too small to become an entire full story. There could be some new genres, some completely puzzleless stories, a story with replayability. One or two of the stories could be longer, in an attempt to wean beginners into accepting a multi-hour interactive fiction effort. Some problems with the idea: is it just too disjoint? Is there anyway to tie all the stories together? (One thought for tying the stories together: there are N siblings, and each brother or sister appears in one of the stories as a character; they could make cross references to their sibling in one of the other stories.) How could a browse be done for this? What would the program be called? Would it turn off our hardcore fans?

DO WE HAVE TO HAVE A BROWSE IF IT DOESN'T MAKE SENSE?
I DON'T SEE WHY IT SHOULD. I READ NOVELS AND SHORT STORIES.

INITIATION DAY

Genre: Comedy Rating: Standard
System: Classic or (l.c.) ezip Estimated Development Time: 3-10 months
This is actually Hollywood's idea, but I love it and I wanted to make sure it was written down somewhere in case we both died in an accident without telling anyone about it. Basically, we're talking the interactive fiction version of Animal House. You would be a new fraternity pledge at TAPPA KEGGA BRU. As the story begins, the frat president is giving each member of the pledge class his hazing assignment: steal a bra of the dean's wife, paint the fraternity letters on the beautiful stained-glass windows of the chapel, kidnap the prized Tequila bottle collection of the arch-rival frat, THETA ETA SAGEL, etc. This would then be a puzzle-oriented game in which you had to solve a series of puzzles leading up to your goal. There would be lots of drinking, mild breaking of the law, off-color jokes, and plenty of tits and ass. As you go through the game, you would see the other members of the pledge class doing all sorts of bizarre things in an attempt to reach their own goal. There could also be very interesting variations in which you get each of the different goals.

COLLABORATIONS (?)

- PETER JONES - MONTY PYTHON
- ROBIN WILLIAMS

and Class section,
the confusion, and
The actual events
around you. I see
multiply playing to
a shortest possible
wander around the
ent.

Standard or mixed
ent Time: 12 months
be designed to play
around ten stories
other. The manual
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due to the length
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turn off our hard-
-NSC?
- stories.

Rating: Standard
at Time: 3-10 months
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nt without telling
fiction version of
KEGGA BRU. As the
he pledge class his
fraternity letters
the prized Tequila
tc.
o solve a series of
king, mild breaking
you go through the
doing all sorts of
could also be very
t goals.

I THINK THIS IS A GREAT IDEA. MANY FANS
AVOID MAKING ANOTHER 40-HR COMMITMENT ("NO
LONGER IN SCHOOL" "NOW MARRIED, WIFE WOULDN'T PUT UP
WITH IT" ETC.). THIS CAN BE DISHED OUT IN SMALL
PORTIONS. EVEN THOUGH YOU MAY PLAY THEM ALL RIGHT AWAY
YOU CAN TALK YOURSELF YOU'LL STOP ANY TIME. "JUST ONE MORE!"

GOOD POINT. WE COULD INCLUDE A SURVEY ASKING WHETHER
THEY LIKE IT.

I DON'T SEE WHY IT'S DISJOINT. IS A COLLECTION OF GREAT
S.F. STORIES DISJOINT? DO STORIES HAVE TO TIE TOGETHER?

A COLLECTION OF SHORT INTERACTIVE STORIES?

SOUNDS LIKE A PERFECT VEHICLE FOR PUZZLES.
COULD BE VERY FUNNY.

STATIONFALL
synopsis of the story

It is five years since your heroics on the doomed planet Resida made you a hero, and earned you a promotion from Ensign Seventh Class to Lieutenant First Class. Since that day, you haven't received a single other promotion, and not a single slightly interesting thing has happened in those intervening five years. Your life of dull scrubwork has been replaced by a life of equally dull paperwork.

As the game begins, you are aboard your assigned vessel, the Stellar Patrol Ship (SPS) Duffy. You are holding three forms: one spelling out your current assignment, one allowing you to check out a robot from the robot pool, and one authorizing your use of a space vehicle. (These would all be feelies in the package). According to the first of these three forms, your assignment is to take a spacetruck over to a nearby space station in order to replenish the ship's supply of some stupid, trivial form.

You stop by the robot pool to select a robot for the trip. In the first bin is a huge manual-labor robot. In the second bin is a spindly bursting and decollating robot. In the third bin...your old robot pal Floyd! (You must select Floyd, for reasons that become obvious very quickly if you choose one of the others.)

You must then pilot the spacetruck to the space station. To do so, you need data from the assignment form in the package, so that form is an anti-piracy element. You soon dock at the station.

The browse is a set of blueprints for this class of space station. The station is divided into three areas: First, a large, central, spherical Command Module. It is nine levels, containing living quarters, recreational areas, various offices, the station's command center, and a huge printing plant for printing Stellar Patrol forms. Secondly, connected to the Command Module, is a smaller five-level Scientific Sub-module, containing various laboratories. Finally, in a chaotic cluster around the Command Module, in blatant violation of official Stellar Patrol regulations, is a seedy space village. This village is similar to the western towns that would grow up around a fort.

Upon arriving at the station, the first odd thing you realize is that the station is completely deserted. Then you begin to pick up other details. Certain machinery is behaving oddly: auto-doors close on your heels, and you barely survive an encounter with a roving rogue hull-welder. There's an alien ship of unknown origin in one of the other docking bays; it's only feature is an empty pedestal. The station commander's log mentions the discovery of the alien ship and the strange pyramid it was carrying, that the pyramid was brought into the science sub-module for study, that some of the station's machinery has begun to act oddly...and then nothing. There are some signs of violence, including a nasty hole in the side of the sub-module's holding tank, and the fact that all entrances to the lowest levels of the Command Module are blocked. On the desk of one of the scientist's, you find this cryptic note: "Joe!!! It like a bacterioph". The note is cut short in the middle.

You slowly piece together this picture of events: The station picked up the alien ship and brought an odd pyramid-shaped machine on board. That machine, the product of a long-dead alien race from another galaxy, is a potent weapon-of-war. When this pyramid enters a city, a space station, a space colony, or a spaceship belonging to another race, it would first cause all machinery within its sphere of influence to turn against its creators. The simpler the machine, the faster it could be turned. When all

members of the enemy race in the city/station/colony/ship were dead, the pyramid would then cause all the machinery aboard to be redirected to a new goal: creating duplicates of the pyramid and methods of transportation for it.

These would then be sent forth, wreaking havoc on dozens of other enemy settlements. This is the same way that the virus called a bacteriophage takes over a host bacteria and turns it into a living factory to create more bacteriophages. In this way, by geometric multiplication, the pyramid would cause the enemy's civilization to turn against itself, wiping out that civilization in a matter of weeks.

The alien race that created this pyramid, as well as its unknown enemies, all died eons ago, galaxies away. But this pyramid still exists, and was brought aboard the space station. At first, the simplest of machinery, like auto-doors and tape readers, began to malfunction, and no one really understood why. By the time anyone understood, more complicated and dangerous machinery, urged on by undetected emanations from the enigmatic pyramid, had begun to turn against their human creators. Within hours, everyone aboard the station was dead. Their bodies? Vaporized, flushed out into space, who knows? Now, on the lower levels where most of the station's machinery is, the pyramid continues to work its will: the station is being turned into a factory to produce more pyramids and the spaceships to transport them throughout human space! There's only one thing that can stop it from happening...and that one thing is a certain Lieutenant First Class in the Stellar Patrol.

After a short while on the station, Floyd returns from one of his exploratory trips with a new friend, a robot named Plato. Plato is a very erudite, intelligent robot, but he's always willing to put down his book of poetry to play a quick game of paddleball with Floyd. Plato doesn't know what happened to everyone; he was recharging his batteries and when he was done, everyone was gone.

Soon after meeting him, Plato begins to get cranky, and then downright nasty. Finally, when you've solved about half of the puzzles in Stationfall, Plato becomes downright menacing. Perhaps he threatens to kill you if you attempt to do something that you need to do. Perhaps he just threatens to kill you no matter what you do. Floyd is distraught, he doesn't know whether to side with you, his old friend, or Plato, his new friend! He agonizes and finally helps save you, with Plato getting killed in the process. Floyd mourns over his dead friend in a heart-rending scene.

Since the station's machinery is all malfunctioning, with increasing frequency and dangerousness, most of the puzzles involve repairing broken machinery (which would not yet have turned bad, because it hasn't been on) or in figuring out ways to use living things or other non-machines to perform tasks normally done by machines. At the same time, you must stay alive despite the efforts of such machines as the marauding hull-welders.

In another touching scene, Floyd discovers a tiny little robot. It appears to be nearing the end of its construction, perhaps just going through its final unconscious learning phase. Floyd acts in a very big-brotherly way toward it, expressing hope that you and Floyd can be there when he "awakes."

Like Planetfall, Stationfall features the need to eat and drink and sleep. Once you've been on the station for a day or so, you notice that Floyd is also beginning to act a little odd. Soon, he disappears for good. But you can't think about it too much, as you are getting close to your goal: getting into the lower levels of the station and destroying the pyramid before it can send out its twins.

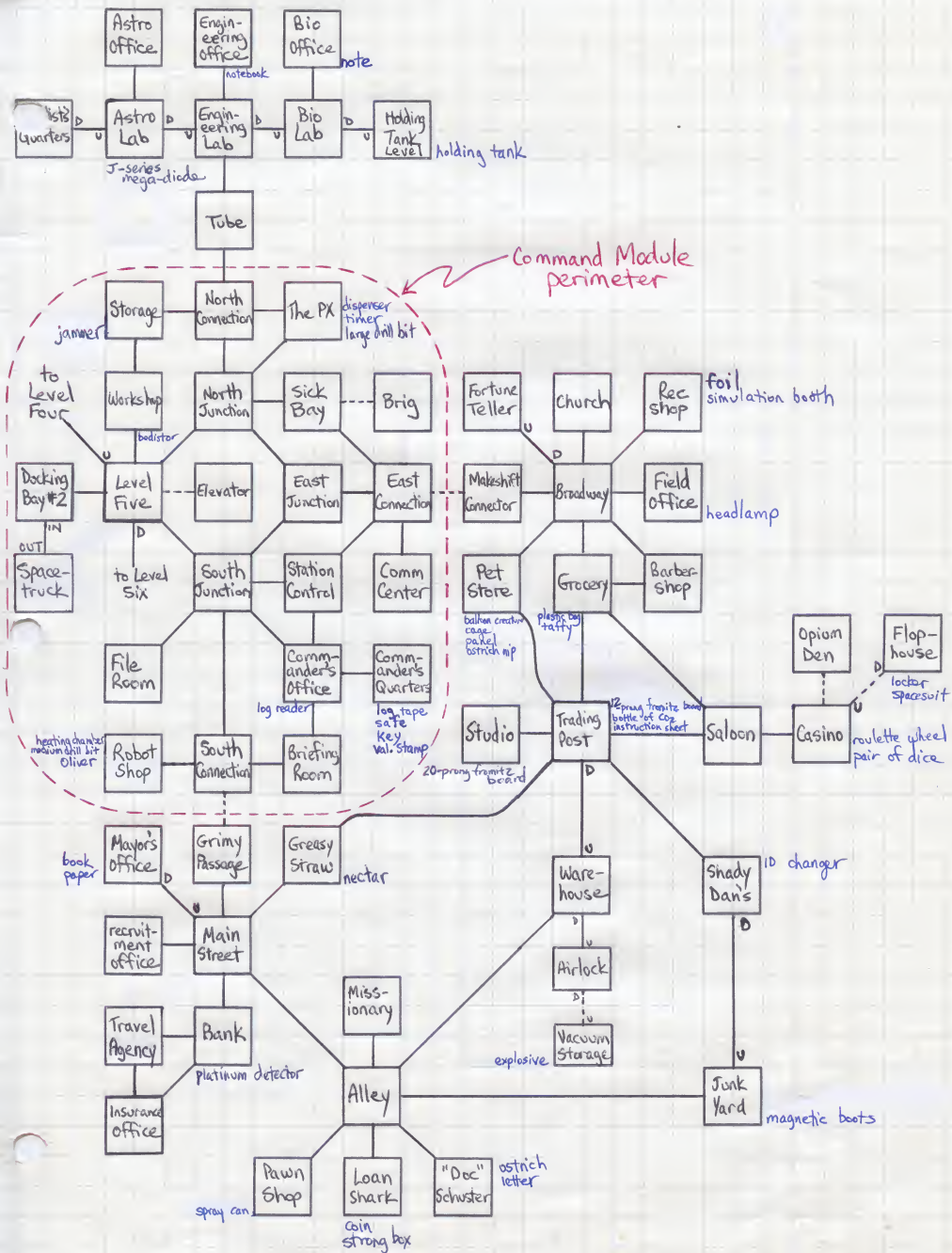
But it isn't gonna be easy. First of all, the station's main controlling computer, as complex as it is, is finally starting to turn. It shuts off all the lights in the station, and a short while later it shuts off the air systems as well. Finally, an announcement makes it clear that the launch of the pyramids is imminent, and will be quickly followed by the station's destruction via the destruction of the station's fusion plant!

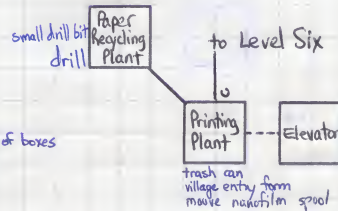
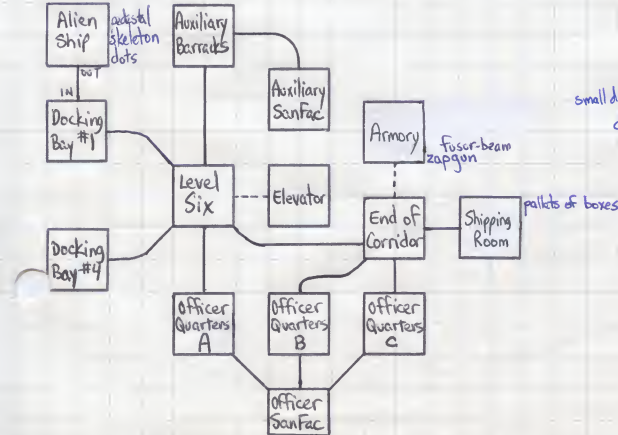
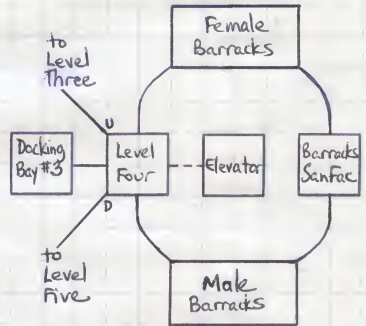
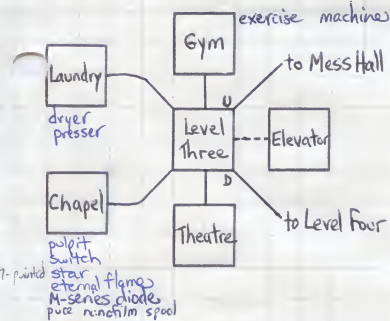
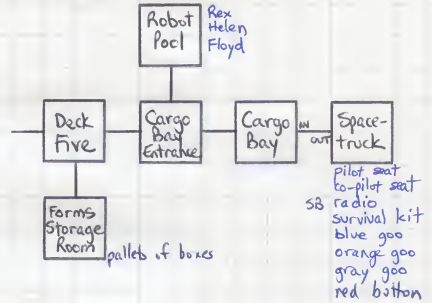
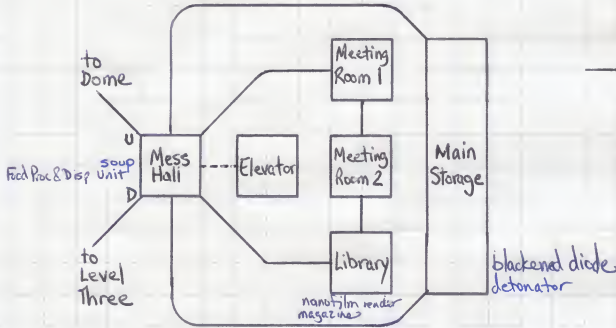
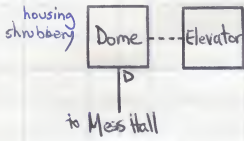
You gain access to the station's central ventilation shaft, and maneuver through it to the lower level's of the station. There, you behold a chilling sight: Every system on the eighth level has been dismantled, and turned into a makeshift factory, a factory of human components but alien design. You see row upon row of pyramids inside speedy spacecraft. In the middle of the factory, like a king presiding over a throne room, is the original pyramid. And, you see another sight that chills you to the bone: Floyd, grinning in a totally evil, non-Floydish kind of way, holding a disintegrator rifle, standing between you and the pyramid.

Floyd taunts you, telling you that the other pyramids will be activated in a moment, and launched a moment after that, thus sealing the doom of humankind. Devoid of all traces of his former friendliness, he raises the rifle and takes aim. Your only course: shoot Floyd with your own weapon, and then shoot the alien pyramid. The slightest hesitation, and you're dead. The slightest hesitation, and the other pyramids are activated and then launched.

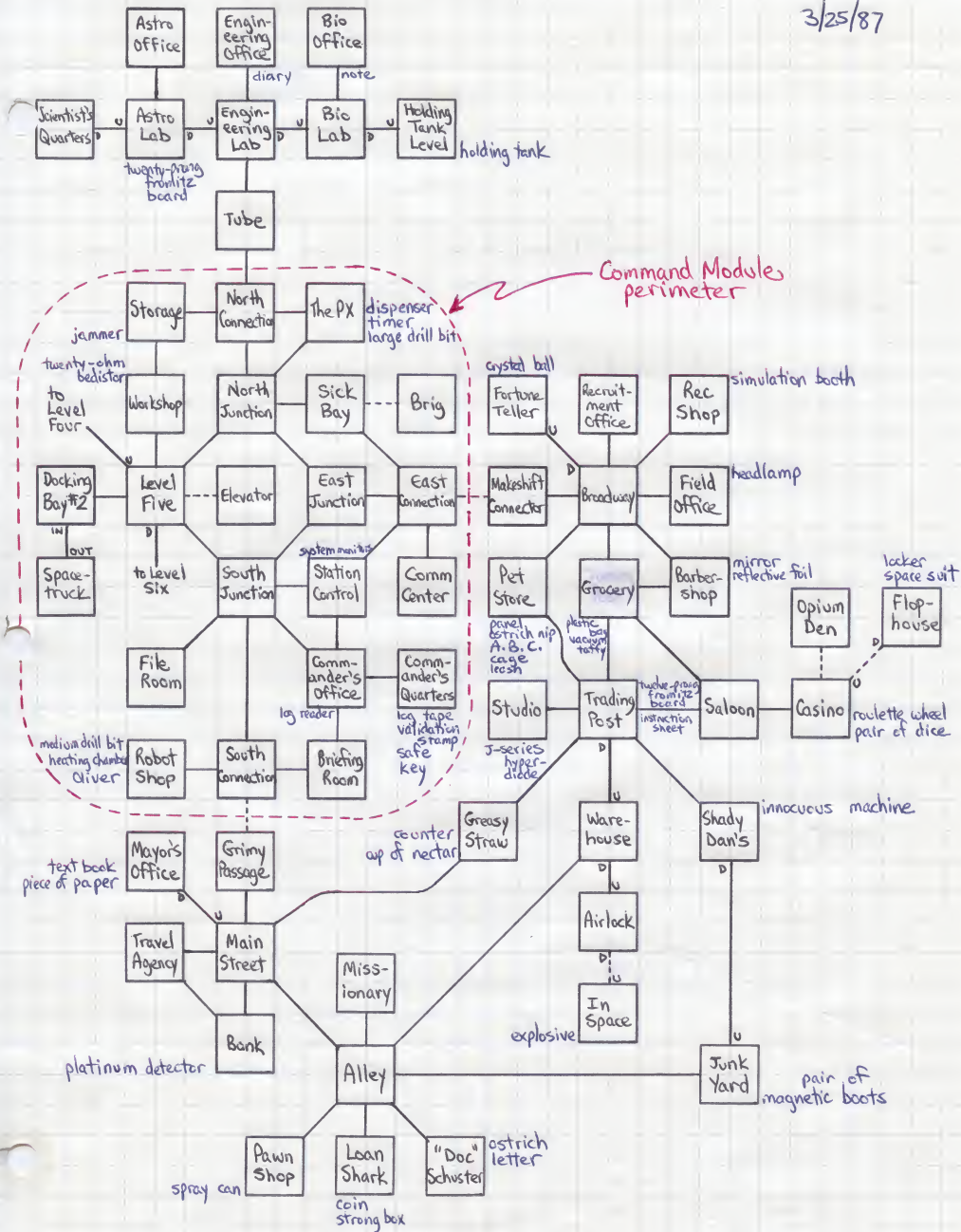
You shoot Floyd, damaging him enough to drop the rifle and collapse to the ground. The you shoot the pyramid, which blows up spectacularly as the factory grinds to a halt. Floyd, dying but no longer under the spell of the pyramid, looks up at you. He grasps your hand, apologizes for acting the way he did, and tells you that he understands that you had to do what you did. Wincing in pain, he asks if you want to play one last game of Hider and Seeker. "Ollie Ollie..." His voice weakens. "...oxen..." His eyes close. "...free..." He slumps backwards, lifeless. One of his compartments falls open, and Floyd's favorite paddleball set drops to the ground.

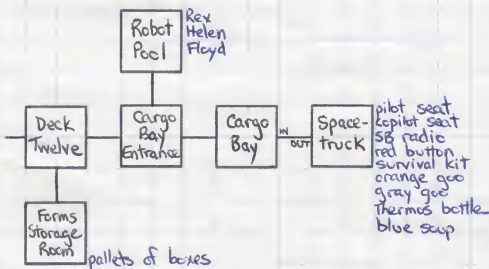
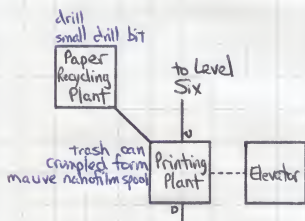
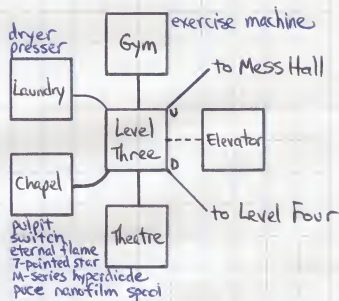
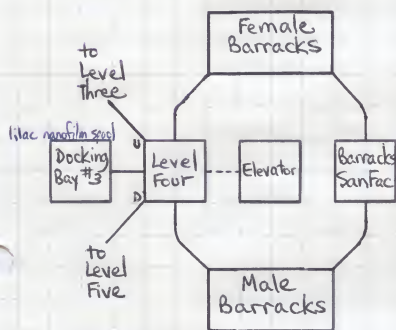
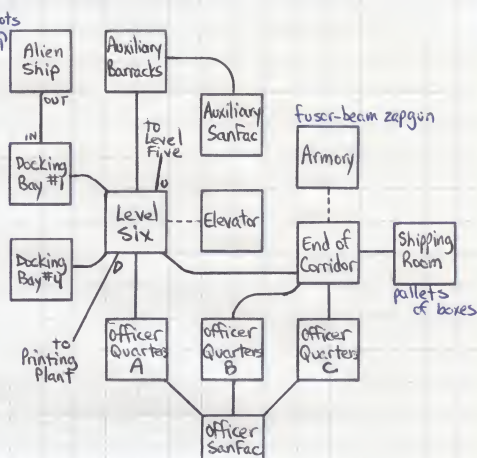
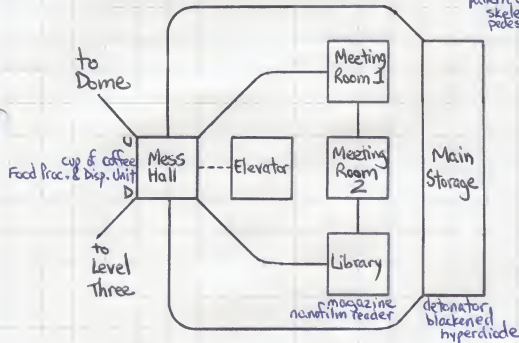
In the long silence that follows, you hear a noise, and turn to see the little robot that had stirred such brotherly feelings in Floyd paddling into the room on unsure, little legs. He looks uncomprehendingly at the dead robot, but picks up Floyd's paddleball set and looks up at you with eyes as wide as saucers. Tugging on the leg of your patrol uniform, the little robot asks, in a quavering voice, "Play...play game...?"

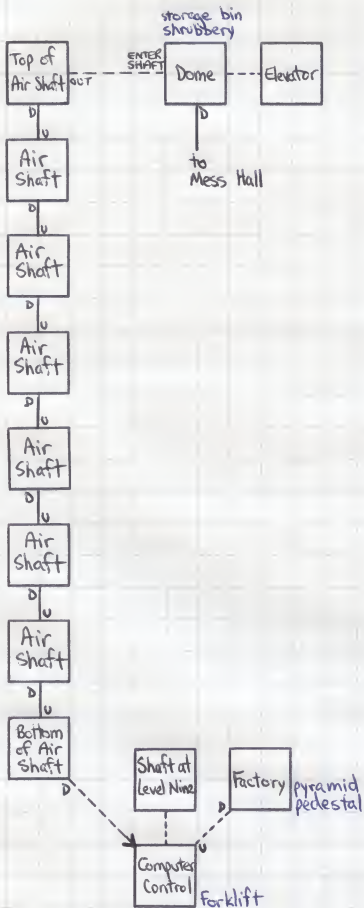




3/25/87







BROWSIE IDEAS / FEELIE IDEAS

feelies { Robot Authorization Form
Assignment Completion Form - validation Box
Spacetruck Authorization & Destination Form - anti-piracy

browsie { Space Station blueprints.

feelies { diary?
medal
patch

article from 5-years-ago
"toy"



supercomputer, shows how star cluster might collapse to form a massive black hole. From top: stars orbit each with relative freedom; a small black hole forms; more stars fall in; after 100 years, only the black hole remains.

A Cray supercomputer



Courtesy/Cornell University News Service

by consultants of non-profit organizations, are located at or near Princeton, Cornell, Carnegie-Mellon, the University of Illinois and the University of California at San Diego. They range from Cray X-MPs, which until recently have been considered the fastest computers in the world, to a souped-up IBM mainframe.

Providing wide access to such machines, say backers of the initiative, sets up the potential for breakthroughs in a wide range of disciplines, from astrophysics to quantum mechanics, from pharmacology to history, and for solving problems once considered unsolvable.

"We are at the beginning of a real intellectual revolution to be based on the technical capabilities of supercomputing," said Allan Robinson, a professor of geophysical fluid dynamics at Harvard and strong backer of the new supercomputer program.

The film of a collapsing

COMPUTER, Page 38

DEBUNKOLOGY

A MYTH-INFORMATION PRIMER

The real story on leaping lemmings, sex life of praying mantis

By David L. Chandler
Globe Staff

First, a little quiz: What do lemmings do by the thousands every few years? What can you do with eggs on the day of the equinox but at no other time? What was Thomas Crapper's claim to fame?

If your answers were commit suicide, stand them on end, and the invention of the flush toilet, you're in good company. Those answers are solidly "confirmed" by a multitude of well-respected reference books, magazines, newspapers and even documentary films.

Unfortunately, you - and the references - are all wet.

If, however, you answered nothing, nothing, and there's no such person ... congratulations! You are in the slim minority who know the truth.

We are surrounded by myths and unfounded beliefs masquerading as "facts." Sometimes they come from honest mistakes in observation, sometimes from deliberate deception, and in many cases the tales have been repeated so often that even diligent checking of references can be bewilderingly inconclusive.

Take the praying mantis, for example. Check the encyclopedia or a biology textbook, and you're likely

to find a detailed description of its heads and devouring known example of

Neurophysiology. The University of California story to be true, describes would be a pe instinctive behavior eotapes he made of in his laboratory, l aggressive behavior,

On the contrary, choreographed could be stroking of the ing a passive, non the female even try

How did the myth aggression get started literature and could anyone claimed ac the cannibalistic ri believed and descri

The one "documentary in 1886. A kept in a jar, app male was put in w

MYTH, Page 38



Hal Mayforth Illustration



Courtesy/Cornell University News Service

by consultants or non-profit corporations, are located at or near Princeton, Cornell, Carnegie-Mellon, the University of Illinois and the University of California at San Diego. They range from Cray X-MPs, which until recently have been considered the fastest computers in the world, to a souped-up IBM mainframe.

Providing wide access to such machines, say backers of the initiative, sets up the potential for breakthroughs in a wide range of disciplines, from astrophysics to quantum mechanics, from pharmacology to history, and for solving problems once considered unsolvable.

"We are at the beginning of a real intellectual revolution to be based on the technical capabilities of supercomputing," said Allan Robinson, a professor of geophysical fluid dynamics at Harvard and strong backer of the new supercomputer program.

The film of a collapsing

COMPUTER, Page 38

institute. Including cancer of the lungs and colon, have repeatedly frustrated attempts to combat them with a wide array of drugs.

"We're now getting an idea of why cancer chemotherapy doesn't work more often," said Dr. Vincent T. DeVita at an American Cancer Society seminar here last week. DeVita is director of the National Cancer Institute and the nation's most stubborn defender of cancer chemotherapy. "Hopefully," he added, "a paradigm change in its effectiveness will follow."

The new concept flows from a series of recent discoveries that body tissues most intensively exposed to environmental poisons — such as the linings of the colon and lungs — have a very efficient mechanism for purging themselves of those toxins and, when that fails, detoxifying or neutralizing them.

From those cells' point of view, the poisons doctors use to treat cancer are no different from the poisons that sometimes cause cancer in the first place.

These newly discovered mechanisms go a long way toward explaining why these same tissues resist anticancer drugs. When confronted with many such drugs, the cancer cells rev up these detoxification systems.

CANCER, Page 39

DEBUNKOLOGY

MYTH-INFORMATION PRIMER

The real story on leaping lemmings, sex life of praying mantis

What do lemmings do by the way? Every few years? What can you do on the day of the equinox? Other time? What was the claim to fame?

Commit suicide, stand them up, flush the toilet, you're answers are solidly "conventional-respected reference sources and even documented references — are all

the references — are all

nothing, nothing, and congratulations! You are now the truth.

Myths and unfounded beliefs. Sometimes they come from observation, sometimes from hearsay. In many cases the myth is so often that even diligent researchers are bewilderingly inconsistent.

For example. Check the book, and you're likely



Hal Mayforth Illustration

to find a detailed explanation of how the female beheads and devours the male as they mate. A well-known example of the ruthlessness of nature.

Neurophysiologist W. Jackson Davis of the University of California at Santa Cruz, assuming the story to be true, decided three years ago that mantises would be a perfect subject for his research on instinctive behavior. But after studying in detail videotapes he made of 30 pairs of the stick-like insects in his laboratory, he had found no signs of any aggressive behavior, much less cannibalism.

On the contrary, he observed an elaborately choreographed courtship ritual that involved a gentle stroking of the forelimbs and the female assuming a passive, non-predatory position. Not once did the female even try to bite.

How did the myth of the mantis' bizarre sexual aggression get started? Davis checked through the literature and could find only a single case where anyone claimed actually to have seen evidence for the cannibalistic ritual that has been so universally believed and described.

The one "documented" case took place in a laboratory in 1886. A female praying mantis had been kept in a jar, apparently without food, and then a male was put in with her. Nothing happened at first,

MYTH, Page 38

The real story on leaping lemmings

■ MYTH

Continued from Page 37

but the next morning the researcher found the dead, decapitated male hanging on the female's back.

That single incident, under such unnatural conditions, apparently was the sole foundation for a century's worth of erroneous textbooks.

The story of the lemmings seems to have been similarly inspired by a limited and incomplete observation, but in that case the myth was perpetuated by deliberate deception.

It is true, according to biologists who study the small furry rodents of Norway and Nova Scotia, that every few years populations build up beyond the capacity of the land, and when this happens large bands of lemmings will migrate in search of a new habitat. The migration sometimes takes them across wide rivers, where a few of the animals may perish while swimming in strong currents.

A difficult and risky trek, yes. A headlong rush toward suicide, no.

But the myth has been widely believed for generations and is a standard metaphor for willful self-



filmmakers, to give them the benefit of the doubt, may have thought was real but hard to document. But the case of Thomas Crapper (1837-1910), a British engineer said to have invented the modern flush toilet in 1882, was a pure hoax from the outset. It may have been one of the most successful hoaxes ever.

Crapper's alleged accomplishment has been cited in innumerable newspaper and magazine stories and a few reference books. Many cite as their authority a biography, "Flushed with Pride: The Story of Thomas Crapper," published in 1969 by Wallace Reyburn.

In 1978, a member of the Greater London Council proposed that, like Dickens and 400 other notable Londoners, Crapper should be honored by a plaque. But investigations revealed that no patents had ever been issued in Crapper's name, nor was he mentioned in contemporary books on plumbing. The council decided his accomplishments were not significant enough to merit a plaque. Apparently no one questioned his existence, only his importance.

Despite the tongue-in-cheek title, many people have accepted Reyburn's account as pure historical fact. In fact, Crapper and his life story — told in great detail

— were figments of Reyburn's fertile and humorous imagination.

In fact, the first patent for a practical flushing mechanism was issued in London to Alexander Cummings in 1775, and a patent for the float-and-valve system still in use today went to Joseph Bramah in 1778.

It's not clear where the idea originated that eggs could be made to stand on end on the days of the spring and fall equinoxes, but the idea has been kept alive by perennial stories in newspapers — including this one. And, to be sure, with a little diligence, anyone who tries the feat on the appointed day is likely to find that it works.

However, anyone who tries on any other day of the year, with equal care, will meet with equal success. It never seems to occur to anyone to try on other days, and so the myth lives on.

The idea that water going down the bathtub drain swirls counterclockwise north of the equator and clockwise in the southern hemisphere is also untrue, but at least it does have some basis. A physical phenomenon called the Coriolis effect does make huge storm systems and ocean currents swirl in opposite directions in the two hemispheres.

And under laboratory conditions, the effect can indeed be seen in the swirling of water down the drain from a large tank of water, if the tank is perfectly symmetrical and the water has been left standing on a rock-steady base for at least a day until all motion dies down, according to Woods Hole oceanographer Philip Richardson.

But for small volumes of water such as a bathtub, random effects such as turbulence, vibrations and the shape of the tub far outweigh any influence of the Coriolis effect, and the water will swirl down the drain each way about 50 percent of the time.

Another tall tale

The idea that opossums sleep while hanging upside-down by their tails is particularly strange because it is not only untrue, it is impossible: The weight of a full-grown opossum is much too great to be supported by its tail. And even if the tail were strong enough — which it is in the case of very young opossums — gripping a branch with the tail requires great effort, and is certainly not something they could do while asleep.

But even some myths that are utterly false may serve a useful function. The ostrich, for exam-

ple, and its habit of avoiding lions by burying its head — that has been retold for thousands of years.

In fact, according to those who have studied the behavior of the world's largest birds, ostriches, when pursued, will sometimes pause and briefly lay their heads on the ground — perhaps before the next sprint, or to listen for sounds of the predator. ("Keeping an ear to the ground" is interestingly enough, has its origin in popular speech the opposite of "hiding one's head in the sand," and yet that is just what the ostriches are doing.)

The myth has such appeal because it is a metaphor that it will undoubtedly stay with us. Just last week, a White House press secretary, an unknown prankster in the presidential seal with the head of an ostrich with its head in the ground.

As one debunker wrote in a mythic ostrich: "He is a more useful and instructive animal than any real bird or beast."



Hal Mayforth Illustration



destruction. And for many people, the legend was "confirmed" when footage of the tiny animals flinging themselves over a cliff and into the sea was shown in a Walt Disney nature movie, "White Wilderness."

Pushed from cliff

Unfortunately, Disney's crew took liberties. Unable to find any suicidal lemmings, they bought a bunch of the furry animals from Eskimo children, took them to a cliff by the seashore, and pushed them over for the cameras. The deception was revealed in a Canadian documentary film, "Cruel Camera."

That was a hoax in support of an existing belief — one that the



"Mammoth Mania — 2 Prehistoric Past." Exhibited at New England Science Center, seven electronic dinosaurs and prehistoric mammals. Special education throughout the term of (617) 791-9211, ext. 15.

CALENDAR

Tuesday, March 31

"Hurricane Gloria, Blow John Hope, hurricane's on Channel. 7:30 p.m., Southeastern Nazarene Collection: 773-6350, ext. 1.

"Politics and the Biosphere as Lovejoy, executive vice president, Life Federation-US; Barnard National Wildlife Federation Program, and Roberto O'Connell, correspondent for Journal of the Boston Forum on Global

ry on leaping lemmings



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As one debunker wrote of the mythic ostrich: "He is actually more useful and instructive than any real bird or beast."



Hal Mayforth Illustrations

they hope for insights or simply want to save on the time it takes to compute long problems, scientists are eager to use the supercomputers.

More than 3000 researchers have shared time on the five machines since late 1985, said John Connolly, NSF's director of advanced scientific computing and overseer of the program. The computer time is free to researchers whose proposals are accepted by special review committees.

The work being done is startlingly diverse. At Harvard University and MIT, for example, researchers are using the machine — each of which can accommodate hundreds of researchers a year — to attack problems in:

- Forecasting the position of the Gulf Stream. By gathering data from satellites and special Navy buoys and plugging the data into a supercomputer program, Harvard's Robinson has been able to accurately predict the meandering of the Gulf Stream in the Atlantic Ocean a week in advance. That has tremendous potential value to the Navy, fishermen, off-shore oil drillers and global weather forecasters.

- Determining the structure of the proton. At MIT, physics professors James Negele and Jan Polonyi are using the supercomputer network to attempt to create a model, based on established scientific theories, of the inner structure of the proton, a basic building block of all atoms. The problem is extremely complex; thousands

BULLETIN BOARD

"Mammoth Mania — 200 Million Years of Our Prehistoric Past." Exhibit opens Sunday at the New England Science Center, Worcester. Features seven electronically-controlled lifelike dinosaurs and prehistoric mammals. Through June 30. Special education programs will be held throughout the term of the exhibit. Information: (617) 791-9211, ext. 15.

CALENDAR

Tuesday, March 31

"Hurricane Gloria, Blow or Bust." Seminar with John Hope, hurricane specialist for the Weather Channel. 7:30 p.m., Shrader Hall auditorium, Eastern Nazarene College, Quincy. Free. Information: 773-6350, ext. 282.

"Politics and the Biosphere." Forum with Thomas Lovejoy, executive vice president, World Wildlife Federation-US; Barbara Bramble, director, National Wildlife Federation International Program, and Roberto Garcia, Washington correspondent for Jornal do Brasil. Sponsored by the Boston Forum on Global Understanding. 7-9

p.m., Museum Free. Information: 552-2200.

Preview of upcoming events seeking information: 547-2200.

Wednesday

"Starting the Inflationary Physicist at Boston Museum Tickets available 0278.

Thursday

Communication operation in pan and the saki of Mitsu Smiths. Information at Wiesner Building



4300-4349: 632	5700-5749: 184	7100-7149: 128	8500-8549: 464
4350-4399: 609	5750-5799: 175	7150-7199: 133	8550-8599: 483
4400-4449: 587	5800-5849: 167	7200-7249: 139	8600-8649: 503
4450-4499: 565	5850-5899: 159	7250-7299: 144	8650-8699: 523
4500-4549: 544	5900-5949: 152	7300-7349: 152	8700-8749: 544
4550-4599: 523	5950-5999: 145	7350-7399: 159	8750-8799: 565
4600-4649: 503	6000-6049: 133	7400-7449: 167	8800-8849: 587
4650-4699: 483	6050-6099: 133	7450-7499: 175	8850-8899: 609
4700-4749: 462	6100-6149: 128	7500-7549: 184	8900-8949: 632
4750-4799: 445	6150-6199: 123	7550-7599: 193	8950-8999: 655
4800-4849: 427	6200-6249: 119	7600-7649: 203	9000-9049: 679
4850-4899: 409	6250-6299: 115	7650-7699: 213	9050-9099: 703
4900-4949: 392	6300-6349: 112	7700-7749: 224	9100-9149: 728
4950-4999: 375	6350-6399: 109	7750-7799: 235	9150-9199: 753
5000-5049: 358	6400-6449: 105	7800-7849: 247	9200-9249: 778
5050-5099: 343	6450-6499: 105	7850-7899: 259	9250-9299: 805
5100-5149: 328	6500-6549: 104	7900-7949: 272	9300-9349: 832
5150-5199: 313	6550-6599: 103	7950-7999: 285	9350-9399: 859
5200-5249: 299	6600-6649: 103	8000-8049: 299	9400-9449: 887
5250-5299: 285	6650-6699: 103	8050-8099: 313	9450-9499: 915
5300-5349: 272	6700-6749: 104	8100-8149: 328	9500-9549: 944
5350-5399: 259	6750-6799: 107	8150-8199: 343	9550-9599: 974
5400-5449: 245	6800-6849: 107	8200-8249: 359	9600-9649: 1003
5450-5499: 235	6850-6899: 109	8250-8299: 375	9650-9699: 1033
5500-5549: 224	6900-6949: 112	8300-8349: 392	9700-9749: 1067
5550-5599: 213	6950-6999: 115	8350-8399: 409	9750-9799: 1097
5600-5649: 203	7000-7049: 119	8400-8449: 427	9800-9849: 1133
5650-5699: 193	7050-7099: 123	8450-8499: 445	9850-9899: 1167

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Issued: 4.12.11349 6257
(date) (time)

Issuee's rank: Lt. First Class

Issuee's Patrol ID number: 1451-352-716

Description of Assignment: Take a spacetruck from the ~~Deck~~ Five cargo bay. Proceed to Space Station Gamma Delta Gamma 777-G 59/59 Sector Alpha-Mu-79. Pick up 24 pallets of Request for Stellar Patrol Issue Regulation Black Form Binders Request Form Forms. This is a TOP-PRIORITY assignment!

Additional data:-----

Astrogator's navigational
data (time: course)

4300-4349: 632	5100-5149: 184	7100-7149: 178	9100-9149: 464
4350-4399: 609	5150-5199: 175	7150-7199: 133	9150-9199: 433
4400-4449: 587	5200-5249: 167	7200-7249: 139	9200-9249: 553
4450-4499: 565	5250-5299: 159	7250-7299: 145	9250-9299: 523
4500-4549: 544	5300-5349: 152	7300-7349: 152	9300-9349: 544
4550-4599: 523	5350-5399: 145	7350-7399: 159	9350-9399: 560
4600-4649: 503	5400-5449: 139	7400-7449: 167	9400-9449: 557
4650-4699: 483	5450-5499: 133	7450-7499: 175	9450-9499: 536
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4750-4799: 445	5550-5599: 123	7550-7599: 193	9550-9599: 511
4800-4849: 427	5600-5649: 119	7600-7649: 203	9600-9649: 491
4850-4899: 409	5650-5699: 115	7650-7699: 213	9650-9699: 471
4900-4949: 392	5700-5749: 112	7700-7749: 224	9700-9749: 452
4950-4999: 375	5750-5799: 109	7750-7799: 235	9750-9799: 433
5000-5049: 359	5800-5849: 107	7800-7849: 247	9800-9849: 414
5050-5099: 343	5850-5899: 105	7850-7899: 259	9850-9899: 395
5100-5149: 328	5900-5949: 104	7900-7949: 272	9900-9949: 376
5150-5199: 313	5950-5999: 103	7950-7999: 285	9950-9999: 357
5200-5249: 299	6000-6049: 103	8000-8049: 299	9950-9999: 338
5250-5299: 285	6050-6099: 103	8050-8099: 313	9950-9999: 319
5300-5349: 272	6100-6149: 104	8100-8149: 328	9950-9999: 299
5350-5399: 259	6150-6199: 105	8150-8199: 343	9950-9999: 280
5400-5449: 247	6200-6249: 107	8200-8249: 359	9950-9999: 261
5450-5499: 235	6250-6299: 109	8250-8299: 375	9950-9999: 242
5500-5549: 224	6300-6349: 112	8300-8349: 392	9950-9999: 223
5550-5599: 213	6350-6399: 115	8350-8399: 409	9950-9999: 204
5600-5649: 203	6400-6449: 119	8400-8449: 427	9950-9999: 185
5650-5699: 193	6450-6499: 123	8450-8499: 445	9950-9999: 166

VALIDATION BOX
(do not write in this space)

Robot Use Authorization Form JZ-59-G

[This form is printed and disbursed entirely for the uses and purposes of the Stellar Patrol of the Third Galactic Union and may only be used for those express uses and purposes only or for any other use and purpose for which the user may be instructed to comply by an authorized disburser of this form or other superior providing it is in a manner complying with the rules and regulations of the Stellar Patrol and all the laws of the Third Galactic Union unless superceded by any local laws and customs where such local laws and customs apply under the Supremacy Conventions of the Patrol, the Union, or such other parties as the use of this form may indicate. In addition and furthermore, the use of this form does in no way express any license bestowed upon the printer, the disburser, the user, or on anyone or any party to accept or use this form or any of its parts. This form is regulated by all pertaining regulations as codified in the Stellar Patrol Omnibus Form and Paperwork Policy Book as published on 5/15/11339 and amended on four hundred and thirty-seven subsequent occasions.]

Issued: 4.12.11349 4260
(date) (time)

Issuee's rank: Lt. First Class

Issuee's Patrol ID number: 1451-352-716

Applicable robot pool: Deck Five

Instructions to issuee: This form should be presented at the robot pool indicated above. If no such pool exists, return this form to its issuer along with eight completed copies of Missing or Non-Existent Robot Pool Report Form GY-98-M. Once at the indicated robot pool, this form should be given to any party or parties thereabouts for the purpose of discharging robots, or, if the indicated pool is automated, should be given to the automated system or systems for the purpose of discharging robots.

Instructions to robot pool: One robot may be discharged into the care of the issuee of this form for such purposes as are specified under the Stellar Patrol Omnibus Robot Use Policies and Procedures Book. Copies of this form should be sent to the issuee's immediate superior, the ship's Records Officers, Archives One, Two, and Three, the issuee's permanent record file, and your own files.

Class Three Spacecraft Activation Form HB-56-V

[This form is printed and disbursed entirely for the uses and purposes of the Stellar Patrol of the Third Galactic Union and may only be used for those express uses and purposes only or for any other use and purpose for which the user may be instructed to comply by an authorized disburser of this form or other superior providing it is in a manner complying with the rules and regulations of the Stellar Patrol and all the laws of the Third Galactic Union unless superceded by any local laws and customs where such local laws and customs apply under the Supremacy Conventions of the Patrol, the Union, or such other parties as the use of this form may indicate. In addition and furthermore, the use of this form does in no way express any license bestowed upon the printer, the disburser, the user, or on anyone or any party to accept or use this form or any of its parts. This form is regulated by all pertaining regulations as codified in the Stellar Patrol Omnibus Form and Paperwork Policy Book as published on 5/15/11339 and amended on four hundred and thirty-seven subsequent occasions.]

Issued: 4.12.11349 4261
(date) (time)

Issue's rank: Lt. First Class

Issuee's Patrol ID number: 1451-352-716

ISSUE#: 4.12.11349 4257
(ISSUE) (TIME)

ISSUE'S RANK: Lt. First Class

ISSUE'S PATROL ID NUMBER: 1451-352-716

Description of Assignment:

Take a spacetruck from the Deck Five
 cargo bay. Proceed to station Gamma
 Delta Gamma 777-6 59/59 Sector
 Alpha-Mu-79. Pick up 24 pallets of
 Request for Stellar Patrol Issue
 Regulation Black Form Binders Request
 Form Forms. This is a
TOP PRIORITY assignment!

VALIDATION BOX
 (do not write in
 this space)

Additional Data:

astrogator's
 navigational
 data
 (time: course)

(Insert 3, the navigation
 data, goes here. It
 should look like it's a
 separate piece, stapled
 on taped on)

(Insert 3, time print, goes here)

WHITE: ISSUER	PINK: Files	CREAM: Records Officer
BLUE: ISSUER	BUFF: Backup Files	IVORY: Asst. Rec. Ofcr.
GREEN: ISSUER'S COPIES	GRAY: Del. Backs Files	EGG: Jr. Rec. Ofcr.
CARNEY: ISSUER'S COPIES	CARNEY: Del. Backs Files	MAIZE: Form Ombudsman

Issued: 4.12.11349 4260
(date) (time)
Issuee's name: Lt. First Class
Issuee's Patrol ID number: 1451-352-716
Applicable robot code: Deck Five

Instructions to issuer: This form should be presented at the robot pool indicated above. If no such pool exists, return this form to its issuer along with eight completed copies of Missing or Non-Existent Robot Pool Report Form 9Y-9804. Once at the indicated robot pool, this form should be given to any party or parties thereabouts for the purpose of discharging robots, or, if the indicated pool is automated, should be given to the suggested system or systems for the purpose of discharging robots.

Instructions to naval staff: This report may be discharged into the care of the issuer of this form for such purposes as are specified under the Stellar Control Census, Report Use Policies and Procedures book. Copies of this form should be sent to the issuer's immediate superior, the ship's Records Officer, Archives One, Two, and Three, the issuer's permanent record file, and your own files.

(Insert 7, fine print, goes here)

```
WHITE: Issues      PINK:   Files      GREEN:  Records Officer
BLU:   Issues      BLUE:  Back-up Files  IVRY:  Asst. Rec. Ofcr.
GREEN: Issuer's Code  GRAY:  Tol Rock Files  EG:    Jr. Rec. Ofcr.
CANNY: Issuer's Code  COFFE: Tol Rock Files  MAJVE:  Form Embudsman
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Class Three Spacecraft Activation Form 42-56-V

Issued: 4.12.11349 4261
(time) (time)

Issue's rank: Lt. First Class

Issue's Patrol ID number: 1451-352-716

This form is applicable to the following Class Three vehicles:

TRANS-SPACEBUCK TOURIST

FORMS TRANSPORT SPACEBUCK, SIX-METER

FORMS TRANSPORT SPACEBUCK, NINE-METER

FORMS TRANSPORT SPACEBUCK, TWELVE-METER

TITANIUM-FULL SWAMP WALKER

DEER-STAGE FORMS-ION PARTICLE PLUCKER

AMBASSADORIAL SHUTTLE, ONE-PERSON

AMBASSADORIAL SHUTTLE, TWO-PERSON

AMBASSADORIAL SHUTTLE, MORE-THAN-TWO-PERSON-OR-ONE-
PERSON-PLUS-ANY-NUMBER-OF-NON-HUMANS

SCOOTER, INTER-SYSTEM, LANTERN LAMP MODEL

LEAD-SWASTI PUDDLE-BITTER, SITTING DUCK BRAND

SEMI-SPRING SEMI-SWASTI SEMI-SWASTI SEMI-SWASTI

(Insert 6, 8, 10, 12, 14, 16, 18, 20, 22, 24, 26, 28, 30, 32, 34, 36, 38, 40, 42, 44, 46, 48, 50, 52, 54, 56, 58, 60, 62, 64, 66, 68, 70, 72, 74, 76, 78, 80, 82, 84, 86, 88, 90, 92, 94, 96, 98, 100)

WHITE: Issuer	GREEN: Files	ORANGE: Records Officer
BLUE: Issuer	BLUE: Backup Files	IVORY: Asst. Rec. Ofcr.
BROWN: Issuer's Exch.	GRAY: 2nd Back Files	OGG: Jr. Rec. Ofcr.
CANARY: Issuer's Exch.	CLARET: Tel. Back Files	MAUVE: Port Subdsman

Insert 4, navigation data

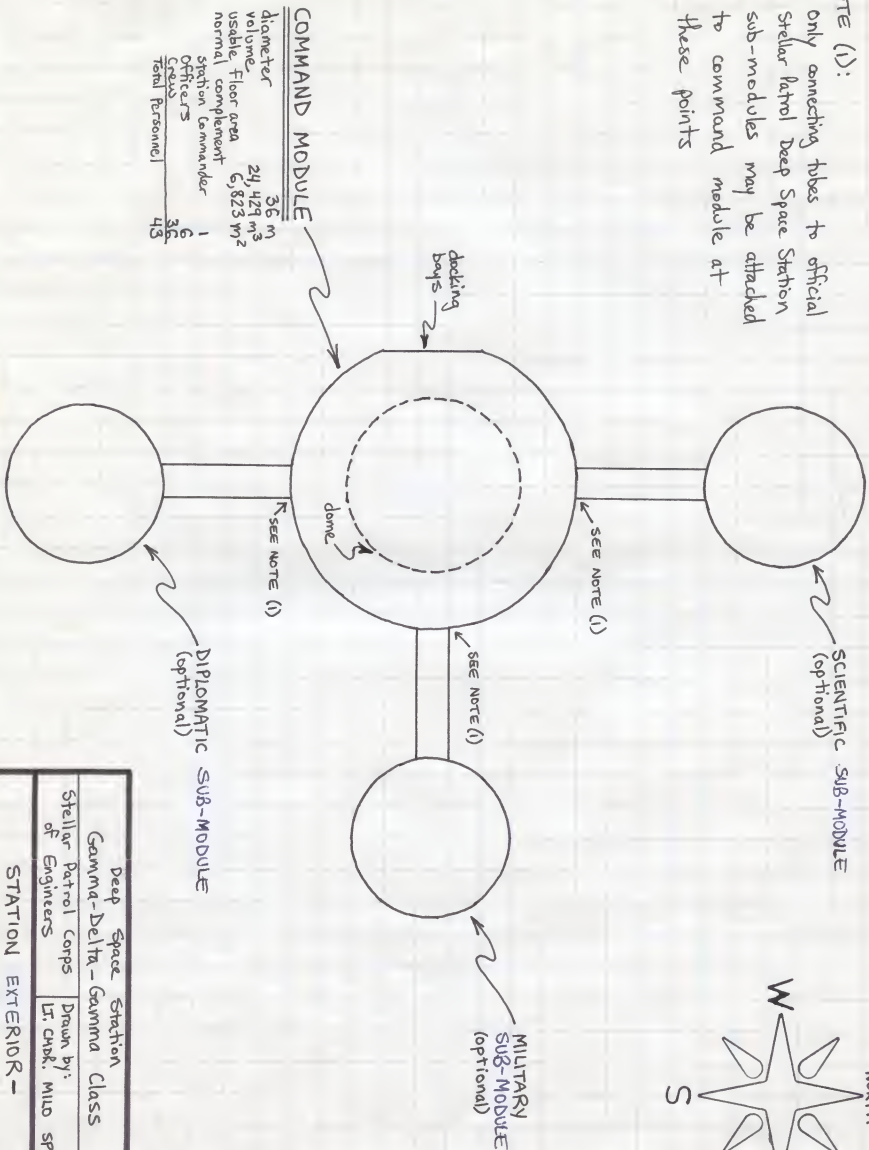
4300-4349: 131	6500-6549: 131	7100-7149: 123	8300-8349: 464
4350-4399: 133	6550-6599: 133	7150-7199: 123	8350-8399: 483
4400-4449: 137	6600-6649: 137	7200-7249: 123	8400-8449: 503
4450-4499: 139	6650-6699: 139	7250-7299: 145	8450-8499: 523
4500-4549: 144	6700-6749: 144	7300-7349: 152	8500-8549: 544
4550-4599: 153	6750-6799: 153	7350-7399: 159	8550-8599: 565
4600-4649: 153	6800-6849: 153	7400-7449: 167	8600-8649: 587
4650-4699: 153	6850-6899: 153	7450-7499: 175	8650-8699: 603
4700-4749: 158	6900-6949: 158	7500-7549: 184	8700-8749: 632
4750-4799: 158	6950-6999: 158	7550-7599: 183	8750-8799: 655
4800-4849: 157	7000-7049: 157	7600-7649: 203	8800-8849: 673
4850-4899: 157	7050-7099: 157	7650-7699: 213	8850-8899: 703
4900-4949: 152	7100-7149: 152	7700-7749: 204	8900-8949: 728
4950-4999: 173	7150-7199: 173	7750-7799: 225	8950-8999: 753
5000-5049: 158	7200-7249: 158	7800-7849: 247	9000-9049: 779
5050-5099: 143	7250-7299: 143	7850-7899: 250	9050-9099: 805
5100-5149: 128	7300-7349: 128	7900-7949: 272	9100-9149: 832
5150-5199: 113	7350-7399: 113	7950-7999: 295	9150-9199: 859
5200-5249: 189	7400-7449: 189	8000-8049: 284	9200-9249: 887
5250-5299: 135	7450-7499: 135	8050-8099: 313	9250-9299: 915
5300-5349: 172	7500-7549: 172	8100-8149: 322	9300-9349: 944
5350-5399: 158	7550-7599: 158	8150-8199: 343	9350-9399: 973
5400-5449: 147	7600-7649: 147	8200-8249: 350	
5450-5499: 138	7650-7699: 138	8250-8299: 375	
5500-5549: 124	7700-7749: 124	8300-8349: 392	
5550-5599: 213	7750-7799: 213	8350-8399: 409	
5600-5649: 103	7800-7849: 103	8400-8449: 427	
5650-5699: 198	7850-7899: 123	8450-8499: 445	

Insert 3, fine print:

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NOTE (1):

Only connecting tubes to official Stellar Patrol Deep Space Station sub-modules may be attached to command module at these points



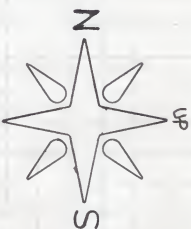
COMMAND MODULE

diameter	36 m
volume	24,429 m ³
usable floor area	6,823 m ²
normal complement	1
station commander	6
officers	36
crews	36
total personnel	43

Deep Space Station	
Gamma-Delta-Gamma Class	
Stellar Patrol Corps	Drawn by:
of Engineers	LT. CMR. MILLO SPUTTER

STATION EXTERIOR -
OVERVIEW

Scale 1:150 Date 11/3/71 S.I. 1 of 9



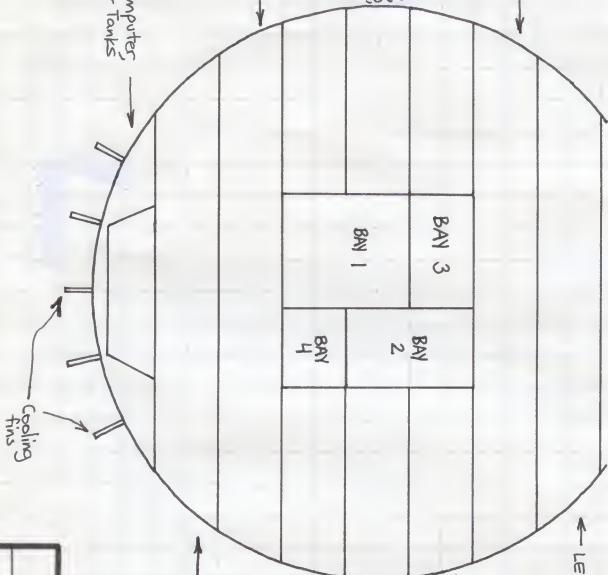
LEVEL ONE: Garden and Observatory Dome →

LEVEL THREE: Gym, Theatre, →
Chapel, Laundry

LEVEL FIVE: Command Center, Sick Bay,
P3 Bay, Robot Shop, File Room, Workshops,
Access to Bay #2, Sub-Mobile connects

LEVEL SEVEN: Printing Plant →
Paper Recycling Plant

LEVEL NINE: Main Computer
Computer Control, Water Tanks



← LEVEL TWO: Mess Hall,
Library, Meeting Rooms, Main Storage

← LEVEL FOUR: Male Barracks, Female
Barracks, Sanitar, Access to Bay #3

← LEVEL SIX: officers' Quarters, Auxiliary
Barracks Access to Bays #1 and #4,
Armory, Shipping Room

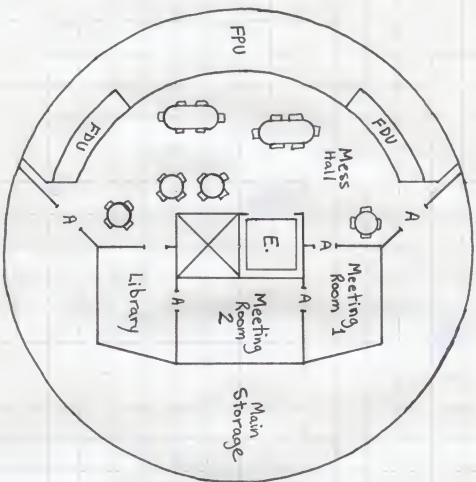
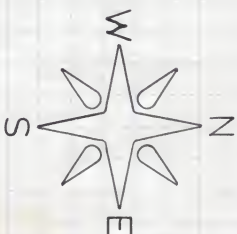
← LEVEL EIGHT: Power Plant, Oxygen
Generation, Water Purification, Air-Grow

cooling
fins

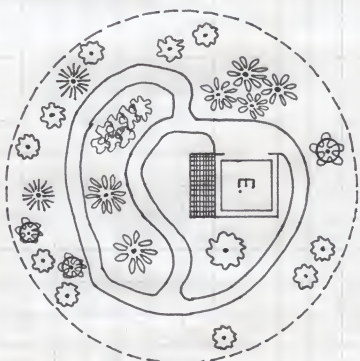
Deep Space Station
Gamma-Delta-Gamma CLASS
Stellar Patrol Corps
of Engineers
Drawn by:
LT. CMDR. MILO SPUTTER

COMMAND MODULE INTERIOR—
SIDENVIEW CUTAWAY

Scale 1:375 Date 11/371.5.2 2 OF 9

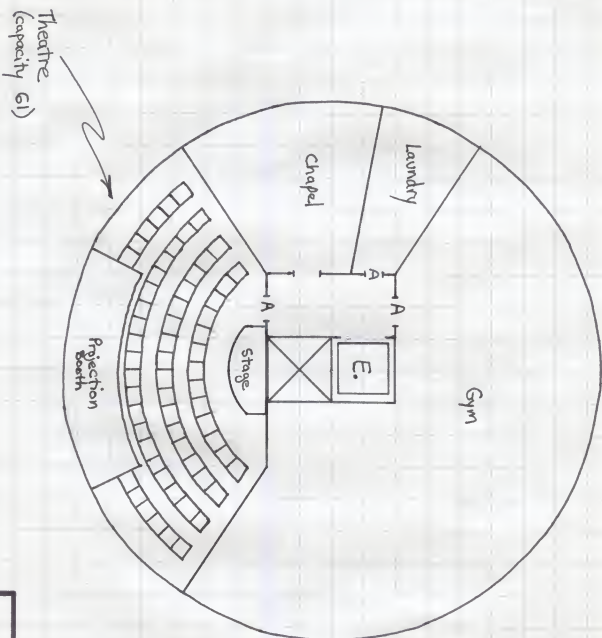


LEVEL TWO

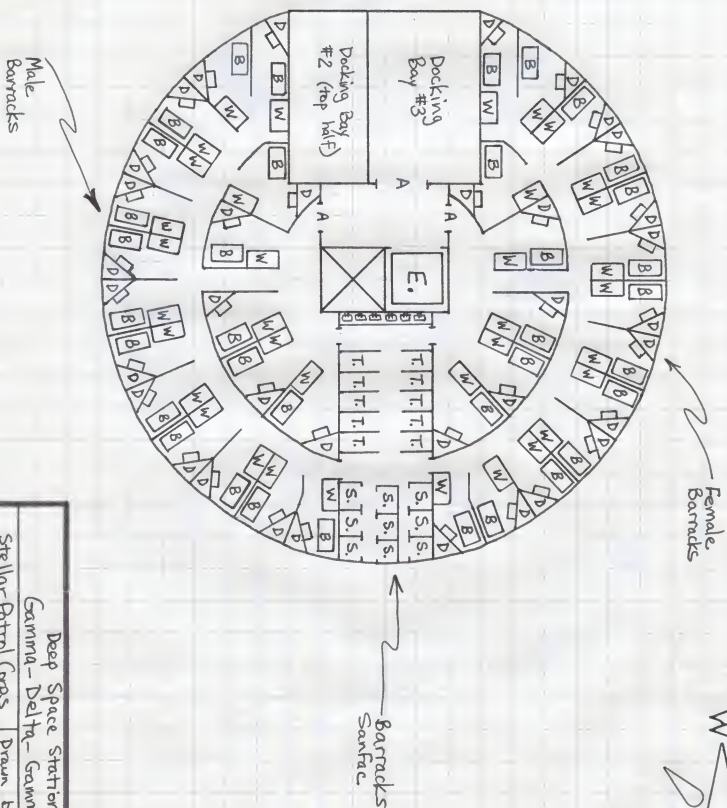
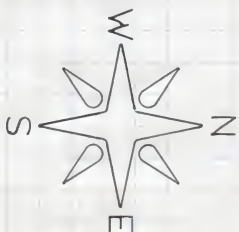


LEVEL ONE

Deep Space Station	
Gamma-Delta-Gamma Class	
Stellar Patrol Corps of Engineers	Drawn by: LT. AMR. MILO SPUTTER
COMMAND MODULE	
LEVEL ONE & LEVEL TWO PLAN	
Scale 1:375	Date 1137.5.5
3 OF 9	



Deep Space Station	
Gamma-Delta-Gamma Class	
Shellar Patrol Corps	Drawn by:
of engineers	LT. CMDR. MILLO SPURTER
COMMAND MODULE	
LEVEL THREE PLAN	
Scale 1:375	Date 1137.5.12
4 of 9	

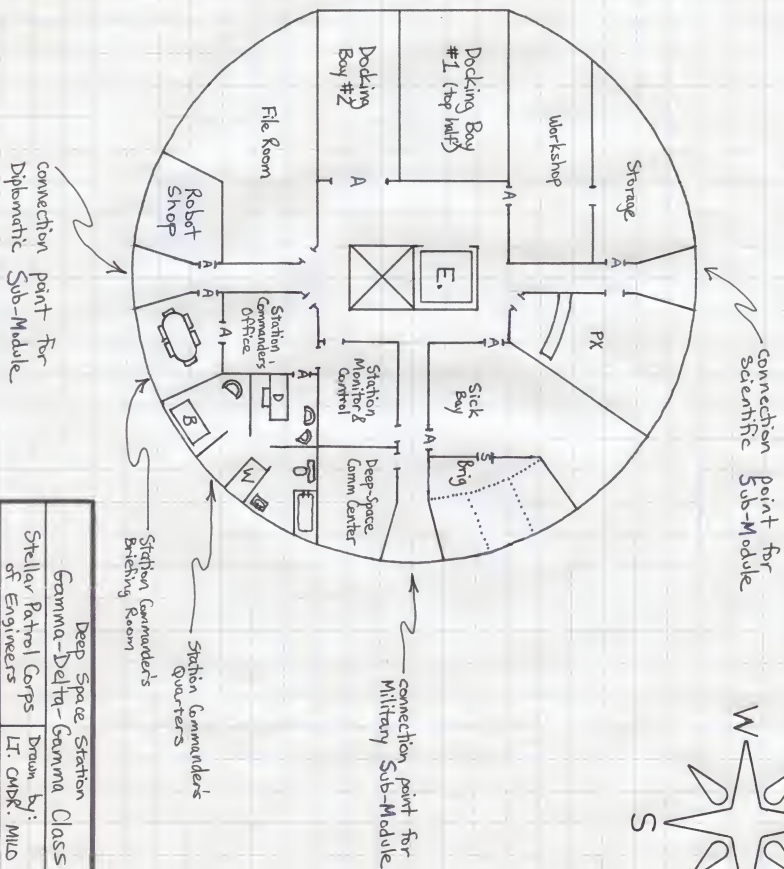
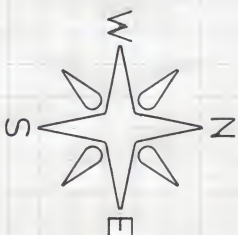


Deep Space Station
Gamma-Delta-Gamma Class
Stellar-Patrol Corps
of Engineers

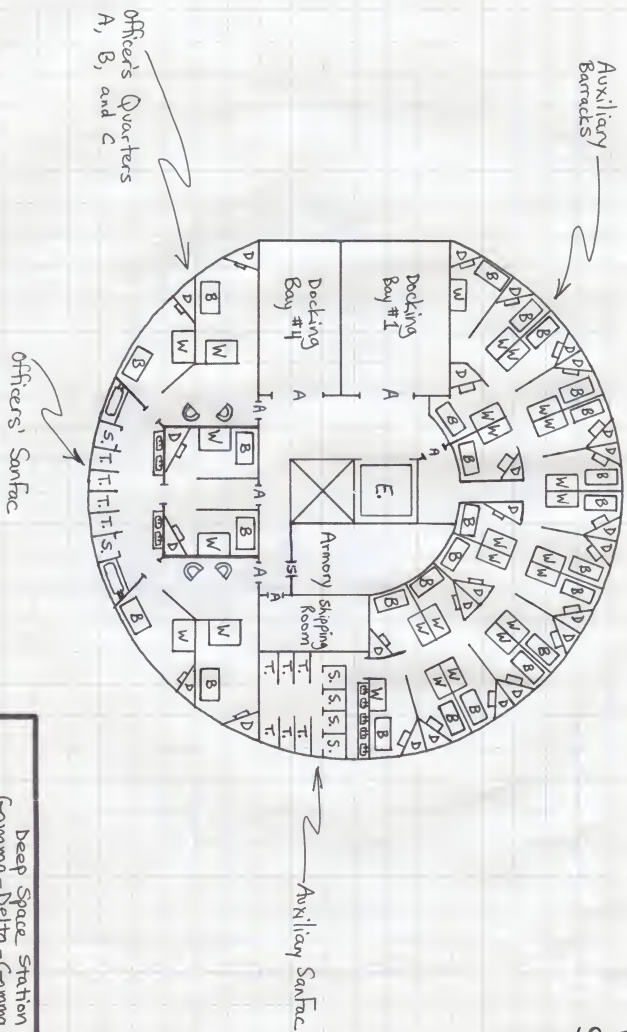
Drawn by:
LT. CADR. MILA SARTER

COMMAND MODULE
LEVEL FOUR PLAN

Scale 1:375 Date 1137.6.8 5 of 9



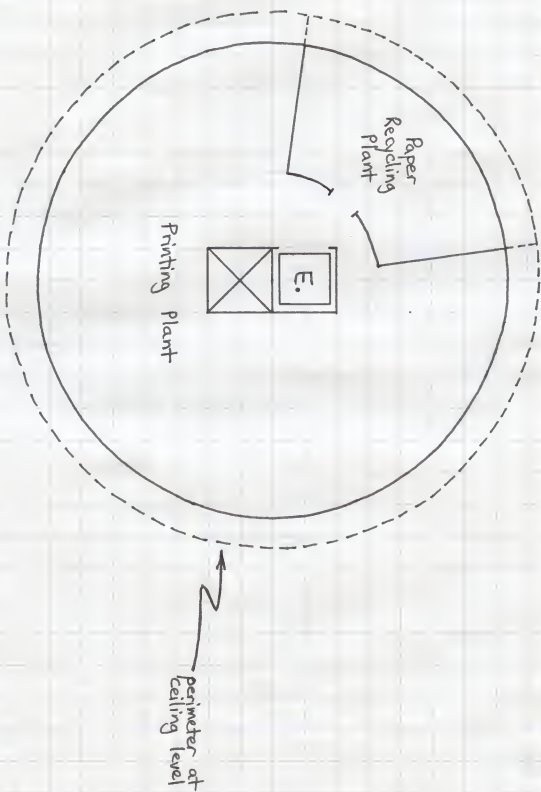
Deep Space Station	
Gamma-Delta-Gamma Class	
Shellar Patrol Corps	Drawn by:
of Engineers	LT. CMDR. MILO SPURTER
COMMAND MODULE	
LEVEL FIVE PLAN	
Scale 1:375	Date: 11337.8.18
6 OF 9	



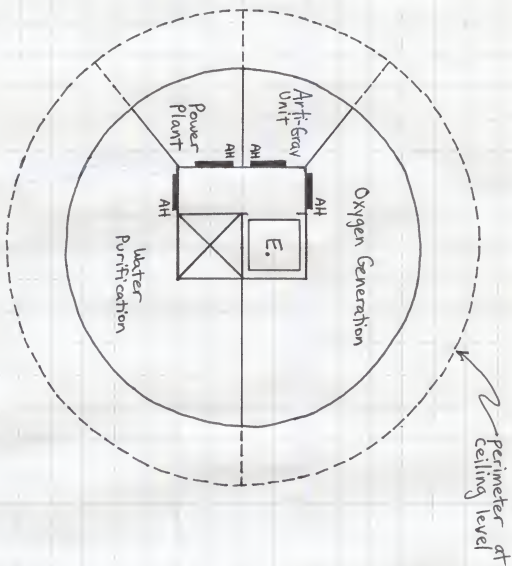
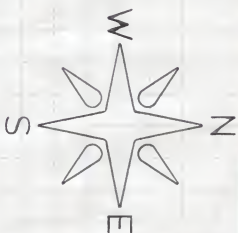
Deep Space Station
Gamma-Delta-Gamma Class
Stellar Patrol Corps
of Engineers
Lt. Cmdr. Milo Spatter

COMMAND MODULE
LEVEL SIX PLAN

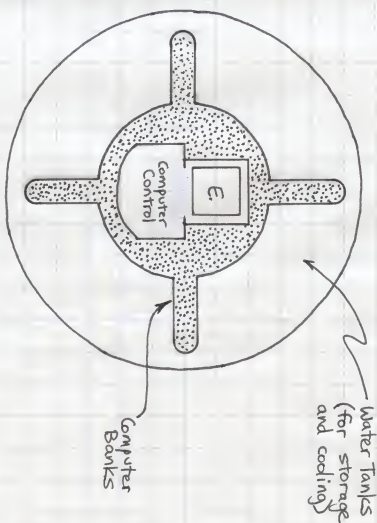
Scale 1:375 Date 1137.13.10 7 of 9



Deep Space Station	
Gamma-Delta-Gamma Class	
Shelter Patrol Corps of Engineers	Drawn by: CMDR. TRIP FLAGSTONE
COMMAND MODULE	
LEVEL SEVEN PLAN	
Scale 1:375	Date 1137.13.20
8 of 9	



LEVEL EIGHT



LEVEL NINE

Deep Space Station	
Gamma-Delta-Gamma Class	
Stellar Patrol Corps	Drawn by:
of Engineers	CMDR. TRIP FLAGSTONE
COMMAND MODULE	
LEVEL EIGHT & LEVEL NINE PLAN	
Scale 1:375	Date 11357.13.20
9 OF 9	



Elevator



Tub, bathing



Utility Shaft and
Air Duct



Shower stall



Toilet



(non-closing) doorway



sink, sanitary-type



auto-door



security auto-door



Toilet Stall



Air Vent, horizontal



to be determined



Food Preparation Unit



Access Hatch



Food Dispensing Unit



Wardrobe, Personal



Bed, Standard Patrol Issue



Desk and Chair, Personal



Chair, Reading



Shrubs



Table and Chairs

NOTE:

Compass directions are relative to standard Galactic North. "Up" and "down" are relative to the stations' internal artificial gravity.

Deep Space Station
Gamma-Delta-Gamma Class

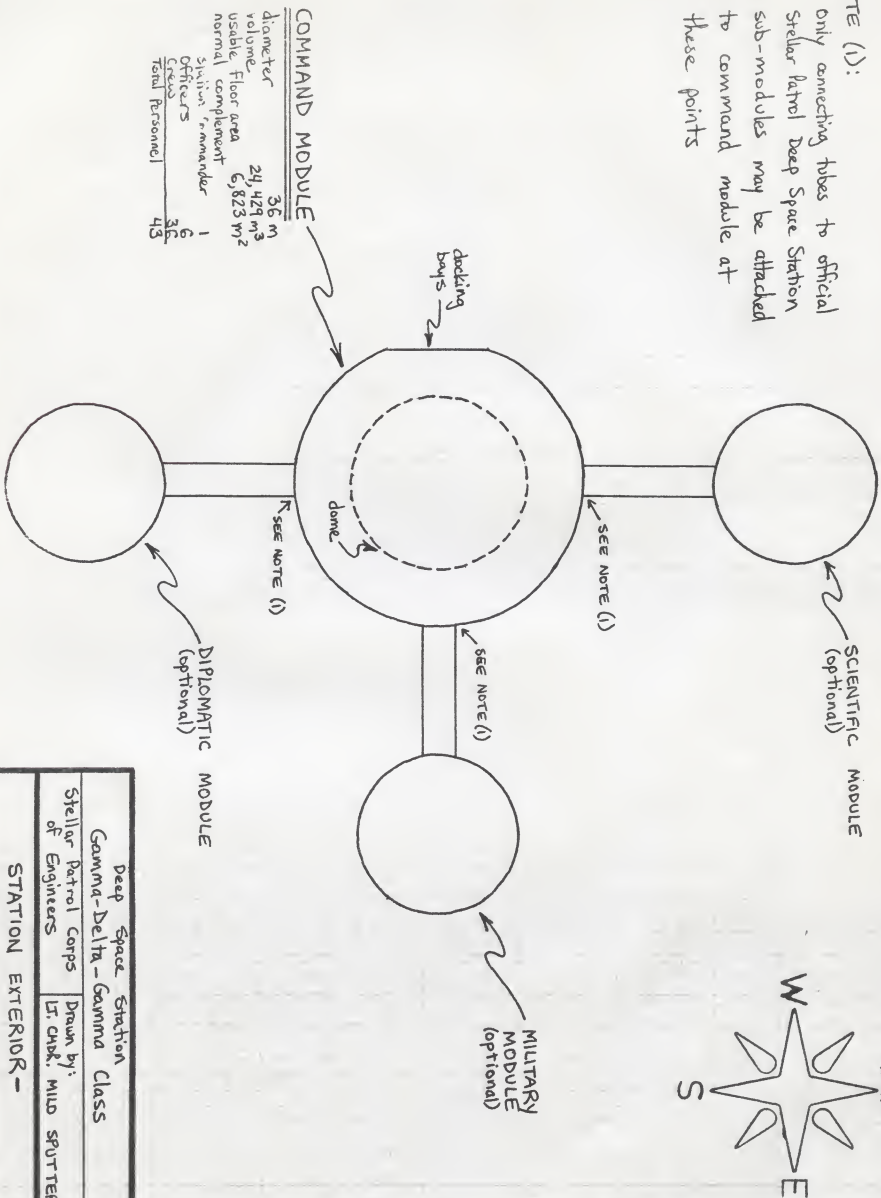
Stellar Patrol Corps
of Engineers

Drawn by:
CMDR. TRIP FLAGSTONE

Scale — Date 11/35/13.20 KEY

NOTE (1):

Only connecting tubes to official Stellar Patrol Deep Space Station sub-modules may be attached to command module at these points



COMMAND MODULE	36 m
diameter	24,429 m ³
volume	6,823 m ²
usable floor area	1
normal complement	6
Station Commander	36
Officers	413
Crew	
Total Personnel	

Deep Space Station
Gamma-Delta-Gamma Class
Stellar Patrol Corps
of Engineers
Drawn by:
LT. CHIK, MUD SPUTTER

STATION EXTERIOR -
OVERVIEW

Scale 1:150 Date 11837.5.1 1 of 9

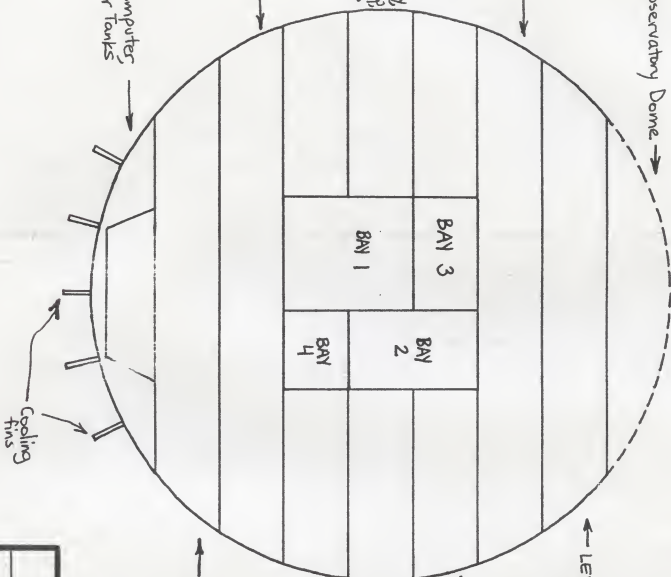
LEVEL ONE: Garden and Observatory Dome →

LEVEL THREE: Gym, Theatre, →
Chapel, Laundry

LEVEL FIVE: Command Center, Sick Bay,
PX, Brig, Armory, File Room, Workshop,
Access to Bay #2, sub-module corridors

LEVEL SEVEN: Painting Plant, →
Paper Recycling Plant

LEVEL NINE: Main Computer,
Computer Control, Water Tanks



← LEVEL TWO: Mess Hall,
Library, Meeting Rooms, Main Storage

← LEVEL FOUR: Male Barracks, Female
Barracks, Sanitar, Access to Bay #3

← LEVEL SIX: Officers' Quarters, Auxiliary
Barracks, Access to Bays #1 and #4

← LEVEL EIGHT: Power Plant, Oxygen
Generation, Water Purification, Anti-grav

Deep Space Station
Gamma-Delta-Gamma Class
Stellar Patrol Corps
of Engineers

LT. CMDR. MILO SPUTER

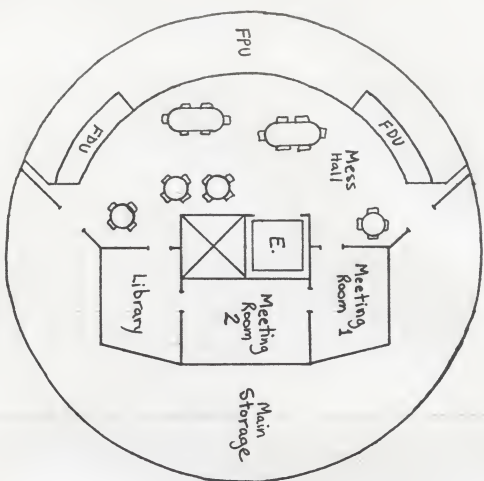
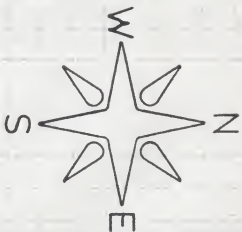
COMMAND MODULE INTERIOR—
SIDEVIEW CUTAWAY

Scale 1:375

Date

11337.5.2

2 OF 9

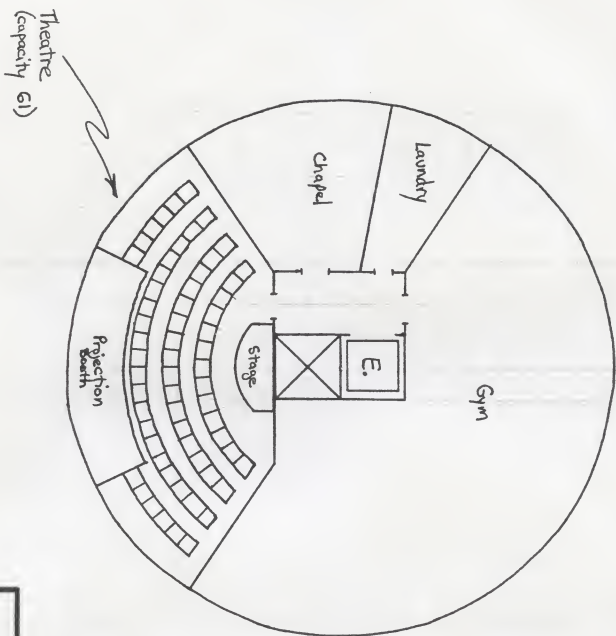
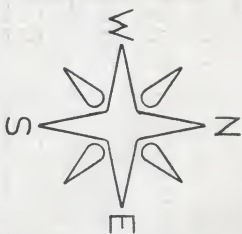


LEVEL TWO

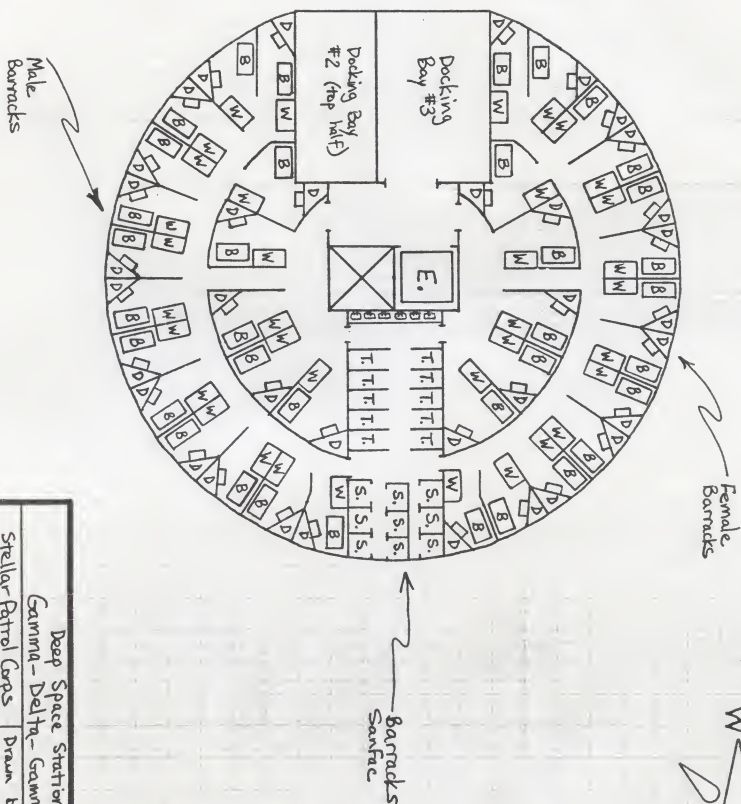
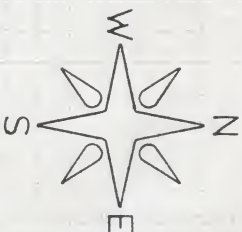


LEVEL ONE

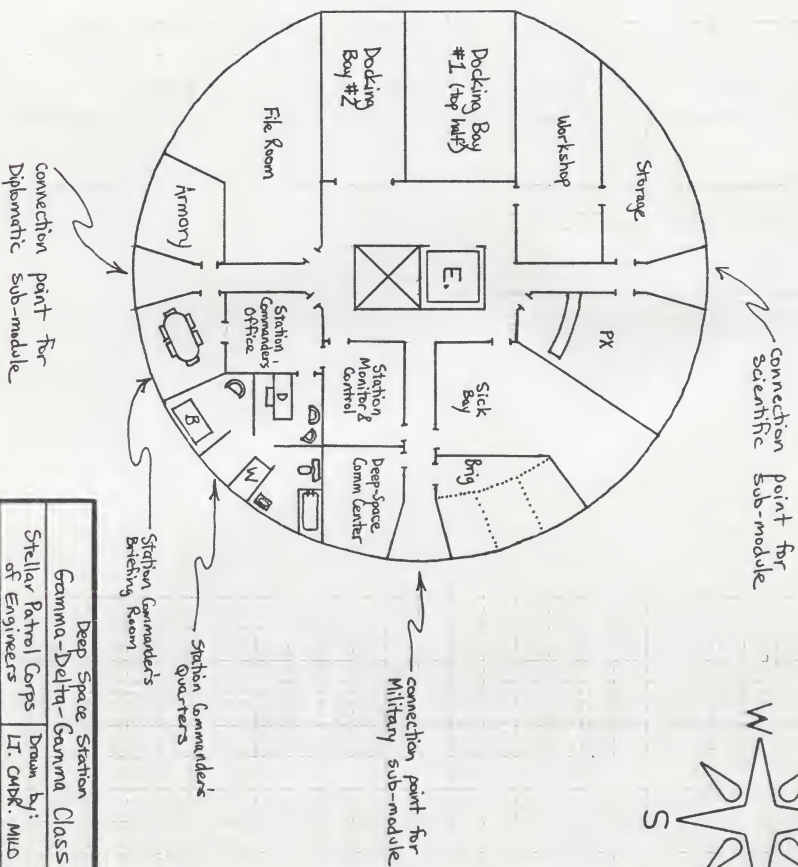
Deep Space Station	
Gamma-Delta-Gamma Class	
Stellar Patrol Corps of Engineers	Drawn by: LT. CAPT. MILLO SMUTTER
COMMAND MODULE	
LEVEL ONE & LEVEL TWO PLAN	
Scale 1:375	Date 1137.5.5 3 OF 9



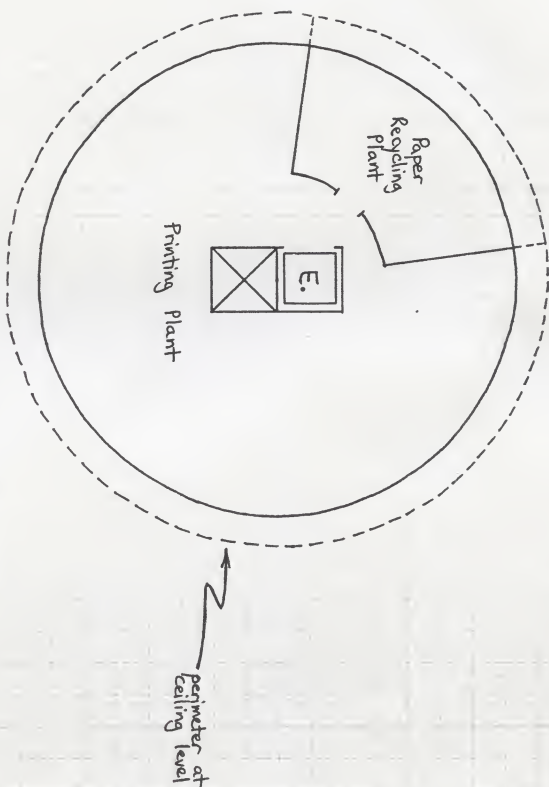
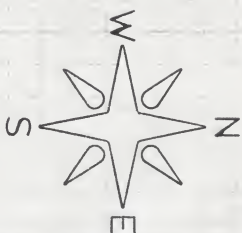
Deep Space Station	
Gamma-Delta-Gamma Class	
Stellar Patrol Corps of Engineers	Drawn by: LT. CHD. MILD SPURTER
COMMAND MODULE	
LEVEL THREE PLAN	
Scale 1:375	Date 11/3/75
4 of 9	



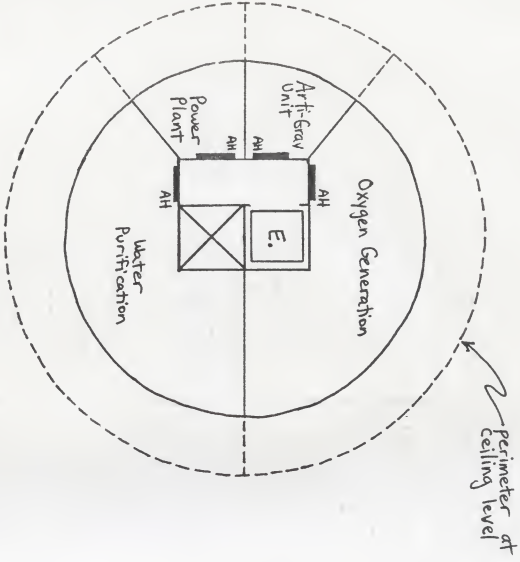
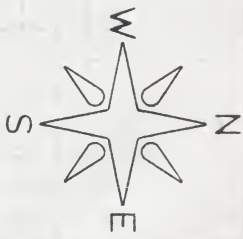
Deep Space Station		
Gamma-Delta-Gamma Class		
Stellar Patrol Corps	Drawn by:	LT. CDR. MIU SPATER
of Engineers		
COMMAND MODULE		
LEVEL FOUR PLAN		
Scale 1:375	Date 11/371.C.8	5 OF 9



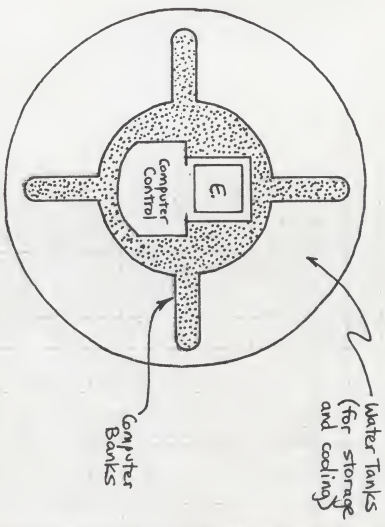
Deep Space Station Gamma-Delta-Gamma Class	
Stellar Patrol Corps of Engineers	Drawn by: LT. CMK. MUD SPUTTER
COMMAND MODULE LEVEL FIVE PLAN	
Scale 1:375	Date: 1137.8.18
6 of 9	



Deep Space Station		
Gamma-Delta-Gamma Class		
Stellar Patrol Corps of Engineers	Drawn by: CMDR. TRIP FLAESTONE	
COMMAND MODULE		
LEVEL SEVEN PLAN		
Scale 1:375	Date 11337.18.20	8 of 9



LEVEL EIGHT



LEVEL NINE

Deep Space Station	
Gamma-Delta-Gamma Class	
Stellar Patrol Corps	Drawn by:
of Engineers	CMDR. TRIP FLAGSTONE
COMMAND MODULE	
LEVEL EIGHT & LEVEL NINE PLAN	
Scale 1:375	Date 1155T.13.20
9 OF 9	



Elevator



Tub, bathing



Utility Shaft and
Air Duct



Shower stall



Auto-door



Toilet



Access Hatch



sink, Sanitary-type



Air Vent, Horizontal



Toilet Stall

FPV

Food Preparation Unit

?

to be determined

FDU

Food Dispensing Unit



Wardrobe, Personal



Bed, Standard Petrol Issue



Desk and Chair, Personal



Chair, Reading



Shrubs



Table and Chairs

NOTE:
Compass directions are relative to standard Galactic North. "Up" and "down" are relative to the station's internal artificial gravity.

Deep Space Station		
Gamma-Beta-Gamma Class		
Stellar Patrol Corps	Drawn by:	
of Engineers	CMDR. TRIP FLAGSTONE	
Scale	—	Date 11357.13.20
KEY		

SEM ← SWG 11/14/86

(RES) (4) • Why have separate ♀-♂ barracks if
san. fac. is unisex?

✓ (6) • Do 6 officers really need 4 showers/toilets?
How about some other amenity, like a bathtub?

✓ (7) "LEVEL EIGHT" s.b. "LEVEL SEVEN"

✓ (8) "Anti-Grav" s.b. "~~Zero~~ Artificial Grav."?

✓ (?) Add Hydroponic Farm? On Level One?
Fuel, parts, ✓ maint. equipment for space craft?

"Barracks" for robots?

(TUGS) Engines for keeping on-station?

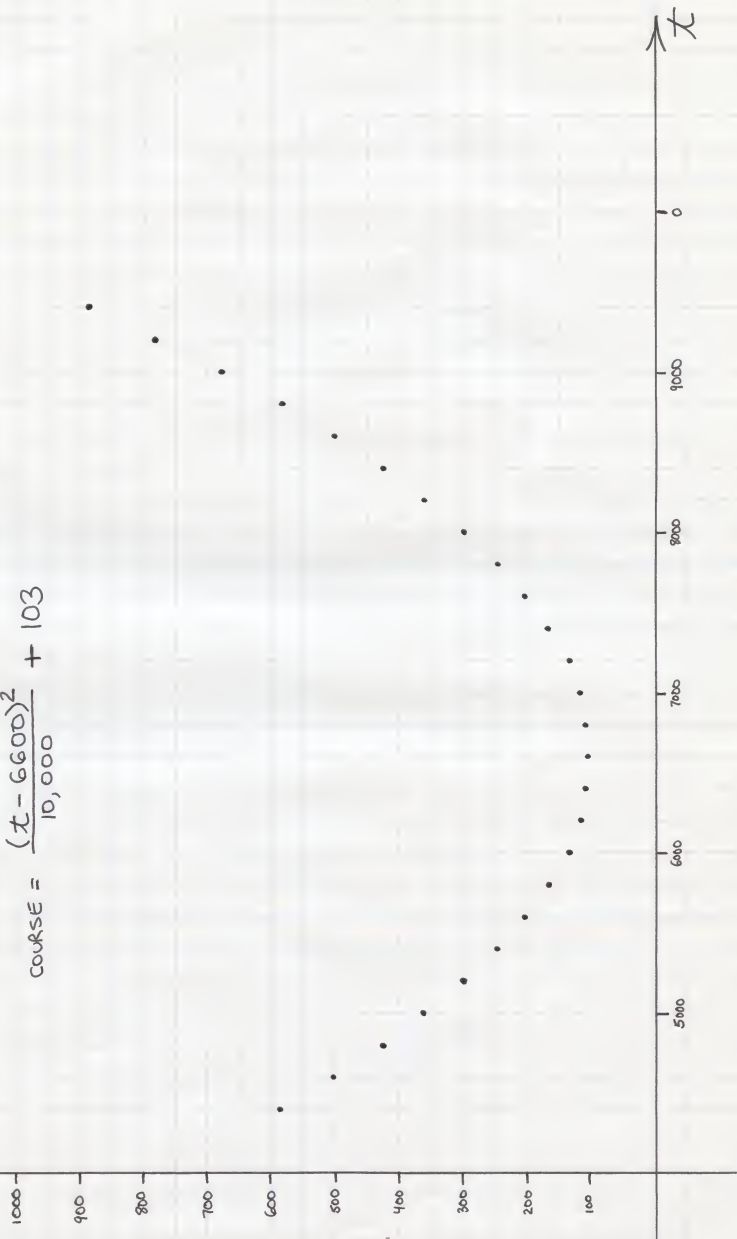
C

Stationfall

course for spacetruck

x = time rounded down to nearest 50 milliseconds

$$\text{course} = \frac{(x - 6600)^2}{10,000} + 103$$

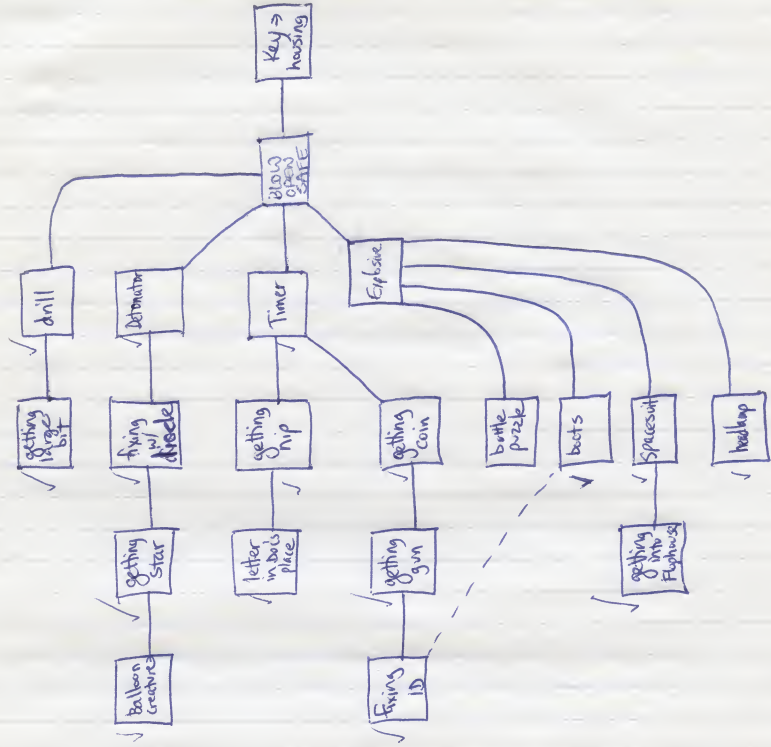


time + score

1. getting to station
- getting Floyd
- piloting truck

2. staying alive
- welder
 - eating
 - sleeping

3. info gathering
- Commander's log
 - Eng. office notebook
 - Bio. office note
 - mayor's book & paper
 - alien tongue-writing
 - sounds on level 7



SCORING as of 1/13/86

changes
2/11/97

✓ 1.	arriving at docking bay	5	
✓ 2.	waking up on second day	3	
✓ 3.	turning roulette wheel	3	
✓ 4.	entering Armory	5	
✓ 5.	entering Vacuum Storage	5	
✓ 6.	getting ostrich nip	4	→ 3
✓ 7.	getting coin	4	
✓ 8.	getting timer	6	
✓ 9.	getting star	8	→ 7
✓ 10.	getting medium bit	4	→ 3
✓ 11.	surviving Plato's attack	7	→ 6
✓ 12.	getting foil	4	
✓ 13.	putting explosive in safe hole	5	
✓ 14.	getting key	8	
✓ 15.	entering air shaft	2	
✓ 16.	entering factory	2	
✓ 17.	winning	5	

TOTAL

80

+ 4 points for
opening iris
hatch

SCORING as of 3/3/87

1. arriving at docking bay	5	
2. waking up on second day	3	
3. getting medium bit	3	
4. opening the iris hatch	6	change
5. turning the roulette wheel	4	change
6. getting the ostrich nip	3	
7. getting the foil	4	
8. entering the Armory	5	
9. getting the coin	5	change
10. getting the timer	6	
11. getting the star or "M" diode	7	
12. surviving Plato's attack	7	change
13. entering Vacuum Storage	3	change
14. putting explosive in safe hole	3	change
15. getting key	7	change
16. entering Top of Air Shaft	2	
17. entering Factory	2	
18. winning	5	
TOTAL		<u>80</u>

New rank changes versus scores
3/10/87

<u>Rank</u>	<u>Old</u>	<u>New</u>
Insignificant Nobody	0	0
Rising Young Insig. Nobody	1-12	1-16
One-Day Flash on the Eve. News	13-24	17-26
Footnote in History	25-35	27-39
International VIP	36-45	40-49
Interplanetary Star	46-54	50-64
Interstellar Superstar	55-62	65-79
Intergalactic Megahero	63-80	80

OUR ANCIENT ENEMY WILL SOON
TASTE OUR VENGEANCE, AND THE
SOULS OF OUR COUNTLESS ANCESTORS
WILL AT LAST REST IN PEACE

(bitter-salty-bitter)
(sweet-very sour)
(bland-salty-sour)
(bland-bitter)
(very salty)
(sweet-very sweet)
(very sweet-bland-sour)
(sour-bland-sour-sweet)
(bland)
(slightly sour)
(very sweet-very salty)
(sweet-slightly bitter)
(sour-bland-bland-sour)

foe
many/countless
will now/soon taste/know
will finally (belatedly)
old (ancient?)
mine/our
rest comfortably/ be in peace
spirits/souls
and /thus
definite article
of / belonging to
vengeances
dead fathers/ancestors

new alien message 1/13/87

FELLOW HUNJI

SABOTAGE FAILED BUT I HAVE LEARNED
THE ZEENAK WEAPON'S ONE WEAKNESS

ELEMENT NUMBER 78 !

REFLECT THE EMANATIONS !

AIR IS THINNING BUT

(bitter-salty-bitter)
(sweet-very sour)
(bland-salty-sour)
(bland-bitter)
(very salty)
(sweet-very sweet)
(very sweet-bland-sour)
(sour-bland-sour-sweet)
(bland)
(slightly sour)
(very sweet-very salty)
(sweet-slightly bitter)
(sour-bland-bland-sour)
(bland-sour-very salty)
(spicy hot-bland-bland)
(bitter-sour-very sour)
(very salty-salty-sour)
(very sweet)

WEAKNESS/SOFTNESS
HUNJI (noun form)
ZEENAK (adj. form)
AIR/ATMOSPHERE
HOWEVER
SABOTAGE/LEGAL DESTRUCTION
I HAVE SHOWN LIGHT UPON (DISCOVERED?)
TURN BACK
(DEFINITE ARTICLE?)
SINGLE/SOLITARY
ELEMENT/SUBSTANCE
BRETHREN (adj. form)
FAILED/DIED
IS SOURING/TURNING BAD
(A NUMBER) (78? 7/8?)
WEAPON (poss. form?)
BAD/evil/DEADLY RADIATION (plur. form)
(emphasis mark?)

SYSTEM MONITORS

2/2/87

<u>system</u>	<u>day 1</u>	<u>day 2</u>	<u>day 3</u>
COMMUNICATION	RED	RED	RED
LIFE SUPPORT	GREEN	YELLOW	RED
FOOD PRODUCTION	RED	RED	RED
GRAVITY	GREEN	GREEN	YELLOW
COMPUTER	GREEN	GREEN	YELLOW
POWER	GREEN	YELLOW	RED
PRINTING	YELLOW	RED	RED

A
B
C
D
E
F
G
H
I
J
K
L
M
N
O
P
Q
R
S
T
U
V
W
X
Y
Z

(buzz)

down
east
fore
again

inventory
(megafuse)

look
(megafuse)
north

port
quit

south
time
up

west

yes
wait

megafuse in Planetfall

megafuse in Planetfall

radius in Starcross

examine in Moonmist

Steve re: Stationfall;

An. R. Br. Feb. 1st

Some general first comments.

- a. I've spent the last two days blundering in and about the station - I haven't gotten to the village yet, but I'm not too concerned. I will - what I've been doing is simply mucking - trying to get a grasp on your ~~intention~~ game.
- b. My initial feel for the game is most positive: I'm enjoying my work.
- c. I did not play Planetfall, and so am not certain of any carry-overs besides Floyd. But Floyd is a wonderful spwr. I wish I could play 'Hucka-Bucka Branstalk' with him. I haven't had much contact with Plato - but he does add good color - and gives Floyd someone to bounce off of.
- d. I have not been keeping track of my transcript #- An error on my part - I will start doing so.
- e. I do have some quibbles with some spellings and punctuation. Last night you released a new version, so possibly my comments are outdated. But I will hand in my report forms for your inspection.
- f. I will be handing in bug sheets nightly from now on - I'm told by Ann you like them at that time. I will be working Mon/Tue/Wed. Tell me when fuck up.

Room

Stuff that might be added

- Forms STORAGE ✓ (on the Duff) boxes of forms? ~~*****~~ ~~*****~~
- DOME ✓ PLANTS (garden, shrubbery)
- MESS HALL ✓ Food Processing and DISPENSING UNITS
- LIBRARY ✓ Spool reader, COMPUTER
- THEATRE ✓ SEATS, SCREEN?, BOOTH?, MIKE DORNBROOK?
- Gym X more in LAESC?
- ALL SANITARY ✓ SINK, TOILET, BATH? SHOWER?
- WORKSHOP ✓ "repair and fabrication machinery"
- STATION MONITOR ✓ SYSTEMS
- BRIG ✓ CELL'S
- ALIEN SHIP, FACTORY ✓ PEDESTAL
- LAUNDRY ✓ Dryer, Presser

Maybe Global MACHINERY is in order

↓ WORKSHOP, ✓ PRINTING PLANT, ✓ PAPER RECYCLING PLANT, ROBOT SHOP, etc.)
 COMM-CENTER SICK-BAY



Some things to think about for the pre-beta meeting:

I'd like to put in alternative solutions to a couple of the puzzles. (I've already put in one alternative solution -- putting the nip in the dispenser hole.) For example, should THROW SOUP AT FLAME put it out? Should SEARCH ROOM find the validation stamp or the ceiling panel? Can you think of some better examples, along the lines of the venus flytrap puzzle in LGOP?

See the attached "chemistry lesson" from Gary. Is this degree of scientific accuracy needed? If so, does it make the puzzle too complicated to be worth it? If so, do you have any good ideas for a replacement puzzle? I have a couple, but try and think of one on your own before you read on. Here are mine: 1) there could be a big block of ice floating in Vacuum Storage; you'd have to drill a hole in it with the drill to hold the explosive. I don't like this idea too much, because as you carried the ice around you'd have two holes in a lot of rooms. 2) Replace the bottle of CO2 with a thermos. The object could be called "thermos" or it could just be called "plaid bottle" which you'd have to examine, look-inside, etc. to get clues and figure out that it's a thermos.

Two rooms I'm planning to flesh out: the library and the theatre. Any other rooms need fleshing out?

Finding the foil. Is this too hard? Should there be some explanation of why the foil is where it is?

Is the geography of Level Four too confusing? Is the geography around End of Corridor too confusing? Elizabeth and Andrew both thought so. If so, what can be done about it?

When you get attacked by Plato, holding nip with ostrich present, you drop the nip but the ostrich doesn't react. If the ostrich DID react, though, you'd get screwed. Along the same lines, is it a pain that there's no way to get the ostrich to stop following you once she's started following you?

SEM 2/10/87

[The pre-game4 meeting is Monday 3/22. I'm out of town from Wednesday afternoon through Sunday night.]

1. Two or three teams at the marathon got confused between "Deck Five" and "Level Five." when they saw Deck Five they looked on their blueprints, found Level Five, assumed they were there, and then got very confused when nothing around them seemed to correspond to the blueprint. Does anyone feel that this is a problem? The simplest "fix" I can think of is to change Deck Five to Deck Eleven.

2. A number of people have felt an incompleteness at the end of the game, because they were never able to complete their mission (getting the forms back to the Duffy). What do you think of this: At some point, probably early on Day 2, there would be an announcement over the station's PA system to the effect that a message had just been received at the Comm Center. When you then went to the Comm Center, a message would be displayed, from the Duffy, saying that a crate of those forms had been found -- they were mislabeled -- and that you can forget your mission and return to the Duffy. (Of course, you're unable to return until you figure out what's going on...)

3. One of the 20 marathon teams commented about the scientific inaccuracy of the CO2 bottle. Now that we have the beta tester's comments, let's try and decide what to do about this issue. The inaccuracies of the CO2:

- * When you open the liquified CO2 in space, it should begin boiling.
- * The ice shouldn't melt in an open bottle, it should sublime.
- * A glass bottle isn't strong enough to hold pressurized gas.
- * When opening the bottle, the escaping gas would turn it into a missile.
- * The dry ice shouldn't take up more than a fraction of the bottle.
- * Carrying the bottle filled with dry ice would give your frostbite.
- * The CO2 should take longer to freeze than it currently does.
- * Once you open the liquid or solid CO2, its pressure should be reduced.

4. Monte thought that the storyline was too obvious -- he knew that he would get the key, use it to get below decks, confront the exercise machine, use the foil... Aside from getting below decks using the air shaft instead of the elevator, there really AREN'T any surprises. (I guess the exercise machine would be a surprise if you never visited the gym after it disappeared.) I have an idea: the housing in the Dome, rather than containing the elevator override machinery, could be labelled "Visiting Spacecraft Fuel Stores." That would lead the player to think that getting the key from the safe would allow the player to re-fuel the truck and return to the Duffy (with a now-validated Assignment Form). It would then be a bit surprise when opening the housing led to below decks. The entry about the housing in the log tape would have to be changed.

5. Another unresolved issue: the placement of the foil. An alternative placement that some people like is to put a mirror in the barbershop. The mirror would be a piece of glass on top of the foil. The player wouldn't know that without the detector. To get the foil, you would have to break the glass, exposing the foil.

6. It doesn't really make sense that the reactor doesn't melt the air shaft grating. One idea: it does melt the grating, but you discover that any use of the gun in the Dome causes some stray rays to pierce the Dome, killing you. There could be a small label on the gun warning against use in such locations.

7. Are there any places in the game that still need flashing out? Are there any places that should just be cut out as too useless and spare? The Bank? The (village) Church?

8. I only have four free objects. The candidates, from The List: SPACE STATION, COMMAND MODULE, VILLAGE, and BECKING RAY (those would all be local-globals). TOPJUM, JUNK/GARBAGE, SCULPTURE, MARPLES, AIRLOCK, ALLEY, THEATRE, SHIPS (or Shady Ben's), WRITING (difficult to handle), YOU/YOURSELF (for "thank you", ask about, etc.), BALLS (at the Pawn Shop), and STAINS (on the note). What are your favorites?

9. Is the M-diode puzzle too obscure? Is it too difficult to know that you need an M-series mega-diode, and that the star is a logical place to find one? One possible hint location: a nanofilm spool.

10. Although it has become the standard to say "Do you want to RESTART, RESOLVE, QUIT?" upon winning, I've always thought that this was a little out of place after finished the story, and I think it's even more so given the Stationfall ending. Unless there are objections, I'm going to use the Kennedys suggestion of not showing the score/rank paragraph when you win, until the player hits the GETJUNK/INTER key, and then go straight from there into a QUIT.

11. To be scientifically accurate, the Antaurian Balloon Creature would have to be an order of magnitude larger in order to lift (an average human) off the ground. Gary and Kimmel have independently noted this. One possible course of action is to dump the puzzle and write a new one. Another course would be to modify the current puzzle. A third course of action is to say "what the fuck" and keep the puzzle as it is.

Gary suggests this modification: Add an anti-gravity belt to the game. The belt would require a 30 ohm bedistor to function, but the only bedistor in the game would be a 20 ohm bedistor (which is currently in the game). The belt, with 20 ohm bedistor, would not work well enough to make you weightless. However, it would reduce your weight, such that the belt and the balloon creature working together would allow you to reach the star.

12. I've decided to put in footnotes. Any suggestions for footnote locations are welcome. One use is for explanatory notes to explain Planetfall references to people who haven't played (or don't remember) Planetfall. Another possible use: "explaining" scientific inaccuracies in the CJD and A.B.C. puzzles.

13. Monte Schultz and Greg Knues both complained that the ending was too easy once you had the key. They both suggested another machine-guard, like the exercise machine. Any ideas?

14. When you open one iris hatch, the other one freezes open also. Some have commented that this is odd. Should I change it so that you can only open one hatch or the other during the course of a play (your choice which hatch)?

15. A quickie: do you think you should have to drop everything to put on or remove the safety suit?

16. William French points out how odd it is for the ostrich to be able to follow you down the ladders. Should I have the ostrich now follow in that case? It would be another way to lose the ostrich. You could still get it to other decks using the elevator (until Day 3). Of course, there's no need to get the ostrich to any other level. Alternatively, he could follow and I could put in some funny text describe his frantic struggle to climb the ladder.

ANTI-GRAV BELT

- Burnt out 30Ω Redistor

Put 20Ω Redistor + Turn on - Feel Lighter, but not 0 Gee

> GET STAR (Now fixed in place)

- Can't take the star it's fixed in place.

> OPEN STAR

- ~~Can't open it because~~ Your jump doesn't leave you in air long enough to ~~escape the star~~
(TAKE THE HYPERION)

ABC w/o Belt

> GRAB LEASH

ABC expands, tries to float away.

Unfortunately it doesn't have enough lift to pull you off the deck because of your weight.
So it fails in your face + you drop stuff.

> GRAB LEASH w Belt

ABC expands, tries to float away.

Since you're wearing the anti-grav belt, it has enough lift to pull you into the air.

You are now floating in the air (near the star).

> OPEN STAR

- find hyperdiode

> GET M HYPERION

Taken.

Great! Red Herring - People will go nuts
trying to find 30Ω Redistor.

Verb The Noun
(TAKE THE HYPERION)

object DESC

>10 characters

3/26/87

✓ twenty-ohm bedistor	✓ survival kit
✓ large drill bit	✓ thermos bottle
✓ system monitor board	✓ blob of gray goo
✓ log reader	✓ blob of orange goo
✓ validation stamp	✓ Sanfac fixtures
✓ fuser-beam zapgun	✓ your tongue
✓ exercise machines	✓ lurking gnomes
✓ seven-pointed star	✓ hull welder
✓ M-series hyperdiodes	✓ crystall ball
✓ eternal flames	✓ simulation booth
✓ food processing and dispensing unit	✓ reflective foil
✓ cup of coffee	✓ plastic bag
✓ blackened hyperdiodes	✓ vacuum taffy
✓ nanofilm reader	✓ Archurian balloon creature
✓ storage bin	✓ ceiling panel
✓ air shaft grating	✓ stick of ostrich nip
✓ pattern of dots	✓ instruction sheet
✓ alien skeleton	✓ twelve-prong fromitz board
✓ heating chamber	✓ D-series hyperdiodes
✓ medium drill bit	✓ roulette wheel
✓ crumpled form	✓ pair of dice
✓ neatly ironed <u>Illegal</u> Village Entry Form	✓ ap of nectar
✓ small drill bit	✓ piece of paper
✓ elevator shaft	✓ platinum detector
✓ security door	✓ inner airlock door
✓ twenty-prong fromitz board	✓ outer airlock door
✓ holding tank	✓ strong box
✓ Plato's volume of poetry	✓ innocuous machines
✓ Assignment Completion form	✓ pair of magnetic boots
✓ Robot Use Authorization form	
✓ Class Three Spacecraft Activation form	
✓ chronometer	
✓ patrol uniform	
✓ pallets of boxes	
✓ spacetruck	
✓ spacetruck hatch	
✓ copilot seat	
✓ pilot seat	

4/15/67

How the TAKE algorithm works in STARFALL:

You can carry up to 100 units of weight. Each takeable item has an assigned weight (see the list below). In other words, if the weight of your inventory is 99, you could pick up the dice, but not the jammer. In this TAKE routine, Yell, the mercenary, says, "You're juggling just about as much stuff as you can handle."

Once TAKE makes the obvious check, there's a second test to pass. You can pick up around 10 items at a time, based on a probabilistic formula. Here's a list of the chances of successfully picking up an item, based on the number of items in your inventory:

If you have 0 items, you have a 50% chance of succeeding.

If you have 1 item, you have a 70% chance of succeeding.

If you have 10 items, you have a 50% chance of succeeding.

If you have 20 items, you have a 30% chance of succeeding.

If you have 30 items, you have a 10% chance of succeeding.

If this TAKE clause fails, the response is "As you try to grab the bomb, the bomb slips from your hands and both tumble to the ground."

Any items in your inventory that are being worn don't count against you in either clause. Items within other items (such as the gun in the food kit) would count in the first clause (weight) but would not count in the second clause (number of objects carried).

WEIGHTS OF ALL TAKEABLE ITEMS:

WEIGHT: 1
instr. sheet
piece of paper
note
letter
(4) forks

WEIGHT: 2
shell bit
coin
ID card

WEIGHT: 3
medium bit
pair of dice
gun
(3) spoons

WEIGHT: 4
large bit
ostrich nib
elastic bag

WEIGHT: 5
thermos
soup
coffee
masher

WEIGHT: 6
explosive
1000 tape
wrl. record
calculator

WEIGHT: 8
blue gas
orange gas
(3) nymendiaden
(1) frontz boards

WEIGHT: 10
foal
taffy

WEIGHT: 8
tax/book
dirty
headlamp
uniform
spray can
uncharacter
7-designed star

WEIGHT: 10
cracked shell
food kit
tire
detector

WEIGHT: 15
al. detector
jammer
drill
zampun

WISC.
boots (20)
trash can (25)
spacesuit (40)

.FSTR	FSTR71,"Playo "	:229	48
.FSTR	FSTR72,"Loh "	:198	94
.FSTR	FSTR73,"You "	:141	48
.FSTR	FSTR74,"you "	:119	84
.FSTR	FSTR75," "	:77	92
.FSTR	FSTR76,"you're "	:91	14
.FSTR	FSTR77,"and "	:92	98
.FSTR	FSTR78,"thats "	:136	23
.FSTR	FSTR79,"to "	:181	68
.FSTR	FSTR80,". "	:152	94
.FSTR	FSTR81,"youn "	:183	22
.FSTR	FSTR82,"Le "	:162	63
.FSTR	FSTR83,"hairdady "	:160	11
.FSTR	FSTR84,"sof "	:151	92
.FSTR	FSTR85,"Ther's "	:140	8
.FSTR	FSTR86,"have "	:139	14
.FSTR	FSTR87,"the "	:139	14
.FSTR	FSTR88,"lan't "	:135	8
.FSTR	FSTR89,"for "	:134	19
.FSTR	FSTR90,"with "	:132	10
.FSTR	FSTR91,"in "	:132	12
.FSTR	FSTR92,"employ "	:132	9
.FSTR	FSTR93,"from "	:130	11
.FSTR	FSTR94,"gunbar "	:130	7
.FSTR	FSTR95,"Ingha "	:130	7
.FSTR	FSTR96,"it's "	:130	7
.FSTR	FSTR97,"his "	:129	15
.FSTR	FSTR98,"Inoka "	:128	3
.FSTR	FSTR99,"work "	:126	14
.FSTR	FSTR100,"and "	:126	14
.FSTR	FSTR101,"Administrative "	:126	2
.FSTR	FSTR102,"don't "	:125	6
.FSTR	FSTR103,"if "	:124	12
.FSTR	FSTR104,"only "	:124	3
.FSTR	FSTR105,"about "	:124	7
.FSTR	FSTR106,"your "	:124	7
.FSTR	FSTR107,"This "	:124	7
.FSTR	FSTR108,"That "	:124	7
.FSTR	FSTR109,"yourself "	:124	5
.FSTR	FSTR110,"you're "	:124	5
.FSTR	FSTR111,"nothing "	:124	5
.FSTR	FSTR112,"Retnal "	:124	5
.FSTR	FSTR113,"Certificates "	:122	3
.FSTR	FSTR114,"STATIONFALL "	:122	2
.FSTR	FSTR115,"this "	:121	8
.FSTR	FSTR116,"says "	:121	8
.FSTR	FSTR117,"keyboards "	:121	4
.FSTR	FSTR118,"doesn't "	:121	4
.FSTR	FSTR119,"Stellar "	:121	4
.FSTR	FSTR120,"not "	:120	11
.FSTR	FSTR121,"robot "	:120	5
.FSTR	FSTR122,"can't "	:120	5
.FSTR	FSTR123,"descriptions "	:120	2
.FSTR	FSTR124,"Assignment "	:120	3
.FSTR	FSTR125,"into "	:119	7
.FSTR	FSTR126,"okay "	:118	7
.FSTR	FSTR127,"throughout "	:118	3
.FSTR	FSTR128,"chronometer "	:118	2
.FSTR	FSTR129,"on "	:116	17
.FSTR	FSTR130,"long "	:116	9

.FSTR FSTR021,"the "	:1870	1151	
.FSTR FSTR022,"a, "	:1872	954	
.FSTR FSTR023,"the "	:1870	281	
.FSTR FSTR024,"and "	:1810	407	
.FSTR FSTR025,"Floyd "	:1725	148	
.FSTR FSTR026,"a, "	:1840	541	
.FSTR FSTR027,"you "	:1870	181	
.FSTR FSTR028,"you "	:1866	269	
.FSTR FSTR029,"af "	:1531	502	
.FSTR FSTR030,"to "	:1438	439	
.FSTR FSTR031,"in "	:1291	383	
.FSTR FSTR032,"your "	:1378	126	
.FSTR FSTR033,"this "	:1368	92	
.FSTR FSTR034,"that "	:1351	119	
.FSTR FSTR035,"there's "	:1304	39	
.FSTR FSTR036,"with "	:1294	39	
.FSTR FSTR037,"from "	:1276	83	
.FSTR FSTR038,"in "	:1256	257	
.FSTR FSTR039,"for "	:1248	122	
.FSTR FSTR040,"line "	:1222	112	
.FSTR FSTR041,"into "	:1219	74	
.FSTR FSTR042,"it's "	:1195	40	
.FSTR FSTR043,"this "	:1187	64	
.FSTR FSTR044,"move "	:1190	61	
.FSTR FSTR045,"space "	:1193	45	
.FSTR FSTR046,"station's "	:1180	21	
.FSTR FSTR047,"there "	:1170	85	
.FSTR FSTR048,"you're "	:1138	28	
.FSTR FSTR049,"Plato "	:1135	74	
.FSTR FSTR050,"Floyd "	:1160	41	
.FSTR FSTR051,"around "	:1160	33	
.FSTR FSTR052,"action "	:1140	76	
.FSTR FSTR053,"elevator "	:1133	76	
.FSTR FSTR054,"station "	:1130	23	
.FSTR FSTR055,"looks "	:1124	32	
.FSTR FSTR056,"about "	:1124	32	
.FSTR FSTR057,"on "	:1122	123	
.FSTR FSTR058,"his "	:1120	61	
.FSTR FSTR059,"was "	:1120	61	
.FSTR FSTR060,"station "	:1120	25	
.FSTR FSTR061,"don't "	:1120	25	
.FSTR FSTR062,"through "	:1114	20	
.FSTR FSTR063,"already "	:1114	20	
.FSTR FSTR064,"Patrol "	:1114	20	
.FSTR FSTR065,"Floyd's "	:1112	15	
.FSTR FSTR066,"out "	:1098	58	
.FSTR FSTR067,"only "	:1094	37	
.FSTR FSTR068,"should "	:1098	23	
.FSTR FSTR069,"doesn't "	:1095	15	
.FSTR FSTR070,"Stallan "	:1095	15	
.FSTR FSTR071,"get "	:1094	53	
.FSTR FSTR072,"can "	:1092	52	
.FSTR FSTR073,"you're "	:1092	38	
.FSTR FSTR074,"ucana "	:1099	36	
.FSTR FSTR075,"seena "	:1090	36	
.FSTR FSTR076,"isn't "	:1093	21	
.FSTR FSTR077,"be "	:108	97	
.FSTR FSTR078,"one "	:96	43	
.FSTR FSTR079,"hasn't "	:96	38	
.FSTR FSTR080,"beats "	:95	20	

.FSTR	FSTR061,"all "	:84	48	
.FSTR	FSTR062,"it "	:94	48	
.FSTR	FSTR063,"I "	:91	82	
.FSTR	FSTR064,"conclusion "	:101	14	
.FSTR	FSTR065,"its "	:130	44	
.FSTR	FSTR066,"syntactic "	:120	16	
.FSTR	FSTR067,"abstract "	:180	12	
.FSTR	FSTR068,"over "	:87	20	
.FSTR	FSTR069,"it "	:188	97	
.FSTR	FSTR070,"down "	:184	29	
.FSTR	FSTR071,"attention "	:184	15	
.FSTR	FSTR072,"there's "	:184	13	
.FSTR	FSTR073,"noon "	:101	28	
.FSTR	FSTR074,"door "	:131	38	
.FSTR	FSTR075,"out "	:190	41	
.FSTR	FSTR076,"large "	:180	21	
.FSTR	FSTR077,"something "	:180	11	
.FSTR	FSTR078,"exclusive "	:190	11	
.FSTR	FSTR079,"will "	:72	27	
.FSTR	FSTR080,"like "	:78	27	
.FSTR	FSTR081,"action "	:175	14	
.FSTR	FSTR082,"looking "	:178	14	
.FSTR	FSTR083,"symbol "	:179	14	
.FSTR	FSTR084,"I "	:177	75	
.FSTR	FSTR085,"can't "	:75	16	
.FSTR	FSTR086,"on "	:74	75	
.FSTR	FSTR087,"back "	:72	25	
.FSTR	FSTR088,"beginning "	:172	13	
.FSTR	FSTR089,"colloquial "	:172	10	
.FSTR	FSTR090,"at "	:171	72	
.FSTR	FSTR091,"before "	:70	15	
.FSTR	FSTR092,"almost "	:70	13	
.FSTR	FSTR093,"southeast "	:170	11	
.FSTR	FSTR094,"you "	:68	67	
.FSTR	FSTR095,"as "	:66	67	
.FSTR	FSTR096,"yes "	:66	84	

word frequency table of 46 most common words

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WORD:: .TABLE
FSTR091
FSTR092
FSTR093
FSTR094
FSTR095
FSTR096
FSTR097
FSTR098
FSTR099
FSTR100
FSTR101
FSTR102
FSTR103
FSTR104
FSTR105
FSTR106
FSTR107
FSTR108
FSTR109
FSTR110
FSTR111
FSTR112
FSTR113
FSTR114
FSTR115
FSTR116
FSTR117
FSTR118
FSTR119

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Product Testing Report Form

INFOCOM

Product: SFALL

Release: 106

Date: 7/30/86

Tester: [REDACTED]

Machine: 20

1 of 1 sheets

	Description of Problem	Resolution
1 #42	SpaceTruck, in landing bay: ZOPEN DOOR The door explains, in a haughty tone, that the bay room is occupied by... [Shouldn't happen till after I've bulldozed the ostrich.]	
2	Beginning: It's been five years since your planetfall on Resida. Your heroics... [Need lots more hyphens between words. Also, I couldn't find "Planetfall" or "Resida" in Webster's.]	
3	The game lacks that "special something."	
4	... Next to the door is a slot. > PUT NUMBER TWELVE IN SLOT. Such language from an alien ambassador! > OOPS! (never) Done. The weasel is here, picking his teeth with a SpaceTruck.	
5	Something weird happened again. See script.	

Comments:

VOCABULARY LIST - page one

<u>Word</u>	<u>Location(s)</u>	<u>Status</u>
HUG	(verb)	DKW
NOTATION	(Fires of log tape)	DKW
DESK	Commander's Qtrs. & elsewhere	DKW
(SPACE) STATION	(global)	DKW
PYRAMID	Factory	DKW
ALIEN SHIP	Alien Ship, Docking Bay	DKW/CSAH
YOURSELF/you	(ask abouts) (thank you)	DKW
OFFICE		DKW
VILLAGE	(global)	DKW
LABEL	(bottle) (explosive)	DKW
SHIPPING CRATE(S)	Warehouse	DKW/DKW
GARBAGE	Alley	DKW
ALLEY	Alley	DKW
X OPENING	(machine) Shady Dan's	DKW
POSTER	Recruitment Office, Travel Agency	DKW
FORMS	Forms Storage Room	DKW
VOLUME/POETRY/BOOK	(Plato)	DKW/DKW/CSAH
WRITING/STENCIL	Dome, Shipping Room	DKW/DKW
APOLOGIZE	(verb)	DKW
SIMULATION BOOTH	Rec Shop	DKW/DKW
HOLDING TANK	Holding Tank	DKW/DKW
THIRD	(adj. describing Floyd in Robot Pool)	DKW
PEDESTAL	Alien Ship	DKW
JUNK	Junk Yard	DKW
LADDER	(local-global)	DKW
EXERCISE	(verb - gym)	DKW
SHOWER	(verb, noun) sanfac's	DKW
OPIMUM	Opium Den	DKW
PLANTS/SHRUBS	Dome	DKW/DKW
DISPENSER UNIT(S)	Mess Hall	CSAH/DKW
BIN	Robot Pool	DKW
MACHINERY	Workshop	CSAH
PRAY	(verb - Chapel)	DKW
NANOFILM	Library	DKW
MAGAZINE	Library	DKW
BOOTH	Theatre	DKW
THEATRE/AUDITORIUM	Theatre	DKW

VOCABULARY LIST - page two

<u>Word</u>	<u>Location(s)</u>	<u>Status</u>
Dome	Domes	DKW
Cell	Brig	DKW
Control Box	Elevator	DKW/CSAH
Seat	Theatre	CSAH
Command Module	(global)	DKW/DKW
Elevator Shaft	(global)	CSAH/CSAH
Lock	Pawn Shop, Dome	CUWH
Liquid/Gas/Solid	(bottle of CO ₂)	DKW/DKW/DKW
MARBLIES	Robot Pool	DKW
WARDROBES	(many)	DKW
STAIN(S)	(bio-office note)	DKW/DKW
SCULPTURE	Studio	DKW
BOOK(S)	Rec Shop	CSAH/DKW
AIRLOCK	Airlock	(refers to door)
ENSIGN/GUARD	Deck Five (west)	DKW/DKW
WINDOW	Shady Dan's	DKW
DOCKING BAY	(local global)	DKW/DKW
BALLS	Pawn Shop	DKW
FORKLIFT	(Form Storage Area, Shipping Room)	DKW
SHIPS	Shady Dan's	DKW

Current Bugs

Product Testing Report Form

INFOCOM

Product: S6

Release: (source)

Date: 4/30/87

Tester: SWG

Machine: Fred

1 of 1 sheets

	Description of Problem	Resolution
1	(in STATION.ZIL:-) /s/c OFFICERS-QUARTERS-A: ship's → station's VILLAGE-FORM: Illegal → illegal (and -F) ELEVATOR-ENTER-F: Gee → gee PLATO-F: Regretably → Regrettably	
2	(in SHIP.ZIL:-) FLOYD-F: quandry → quandary " looks like → looks as if " paddle, ball → paddleball PILOT-SEAT-F: ("...feet dangling..." need not be in a COND) THERMOS-F: thermos → Thermos	
3		
4		
5		

Comments:

You could use a common routine for end of M-LOOK in elevator lobbies.

Product Testing Report Form

INFOCOM

Product: 56

Release: (Source)

Date: 4/29/87

Tester: SWG

Machine: 20

1 of 1 sheets

	Description of Problem	Resolution
1	(in VILLAGE.ZIL :-) spacers or astronauts?	
	FORTUNE-TELLER: spacemen → space travellers	✓
	CRYSTAL-BALL-F: (missing PERIOD + CLOSEQUOTE)	✓
	SIMULATIONS: kingdom → empire (?)	✓
	FOIL: known to man → known	✓
2	BALLOON-F: ahll → hall	✓
	SPRAY-CAN-F: to designed → designed	✓
	FOIL-F: six feet → two meters	✓
	LEASH-F: five feet → two meters	✓
	OSTRICH-F: eight feet → three meters	✓
3	(in STATION.ZIL :-)	
	DISPENSER-F: (Does "37\54" look okay?)	
	OSTRICH-INTO-DISPENSER: louder → more loudly	✓
	TIMER-F: only set the timer → set the timer only	✓
	only has settings → has settings only	✓
4	... plus other changes I did on-line.	
5	Comments:	
	"HQ" → "H.Q."; "SPS" → "S.P.S."	✓
	"PA" → "P.A." (readable on all-caps Apples)	✓
	You should maybe change "#" to "no." because on Commodore it looks like "5" sometimes.	
	OFFICERS-QUARTERS-A/B/C share most of a long LDESC. You could use a common ACTION ROUTINE with M-LOOK.	

Comments: You can have Billyuns of Bytes by using more object DESCS. E.g. "iris hatch" → D, IRIS-HATCH

1-SPACETRUCK: ~~levels~~ → ~~level~~

SPACETRUCK-TYPE: (ditto)

Product Testing Report Form

INFOCOM

Product: _____

Release: _____

Date: _____

Tester: _____

Machine: _____

_____ of _____ sheets

	Description of Problem	Resolution
1	>GET DETECTOR ...too hot to pick up... >TURN DETECTOR OFF [taking it first] You turn the detector off.	
2	Floyd was saying "no room in phone booth" until 2 nd entrance of Airlock	
3		
4		
5		

Comments:

Packaging





INVENTORY 11349.12.4

Department Paperwork Task Force

Priced by Lt. Mertzbelly

Sheet No. 656 of 7912

Location S.P.S. Duffy

Extended by Ens. Boozle

Called by Lt. Ignatz

Examined by Cpt. Fussbottom

Entered by Ens. Quelby

[illegible]

[STATIONFALL]

Floyd is back in the boffoid sequel to PLANETFALL.

[INFOCOM logo]

INTERACTIVE FICTION
BY STEVE MERETZKY

INFOCOM
Proof of Purchase
Stationfall

TO: CARL, GAYLE, JON, MIKE, STEVE

FROM: ELIZABETH

HERE'S THE FIRST DRAFT OF THE STATIONFALL BACK PACKAGE COPY. COMMENTS BY
1/14/87, PLEASE.

What a trotting krip! Since your incredible heroics five years ago in PLANETFALL, where you risked life and limb to save the planet Resida, things have hardly changed at all. Sure, you were promoted to Lieutenant First Class, but this only meant that your dull life of cleaning grotch cages was replaced by an equally dull life of skribbing forms.

Now you've got another assignment tailor-made for a grotchbrain: pilot a spacetruck to Space Station Gamma Delta Gamma to pick up 24 ballots of Request for Stellar Patrol Issue Regulation Black Form Binders Request Form Forms.

Trot and double trot!

You might as well resign yourself to another tedious day in the Stellar Patrol. But wait...all is not lost. By a happy twist of fate, your robot companion for the journey turns out to be your old pal Floyd! That's right, it's the very same mischievous little robot, crayons and paddleball at the ready, who was your helpful buddy in PLANETFALL.

It's an easy job for you and Floyd to pilot the spacetruck to Gamma Delta Gamma. But once there, you find the station strangely deserted. A bowl of soup lies uneaten in the mess hall. A spooky alien ship carrying only an empty pedestal rests in a docking bay. The commander's log describes the mysterious breakdown of machinery, demonstrated by a roving hull-walker who seems bent on

your destruction. Even the seedy space village surrounding the station is missing its ragtag tenants. And now Floyd has begun acting oddly...

Steve Meretzky, whose interactive fiction successes include THE HITCHHIKER'S GUIDE TO THE GALAXY (co-authored by Douglas Adams) and LEATHER GODDESSES OF PHOBOS, won a Best Computer Software Designer award for PLANETFALL. Infocom fans, consistently rating PLANETFALL among their top favorite computer games, have been begging for a sequel. STATIONFALL will delight everyone who's been waiting for another adventure with Floyd, as well as all who enjoy Meretzky's distinctive science fiction comedies.

TO: CARL, WAYNE, JON, MIKE, STEVE



-RJR: ELI249FT4

REVISED STATIONFALL PACK PACKAGE COPY. COMMENTS BY 1/23/87, PLEASE.

Assigned to your STATIONFALL package: your STATIONFALL disk; a set of blueprints for a Gamma-Delta-Gamma Class deep space station; three highly bureaucratic forms; and your Stellar Patrol badge.

What a trotting knip! Since your incredible heroics five years ago in PLANETFALL, where you risked life and limb to save the planet Reside, things have hardly changed at all. Sure, you were promoted to Lieutenant First Class, but this only meant that your dull life of cleaning scratch cages was replaced by an equally dull life of dogwork.

Now you've got another assignment tailor-made for a scratchbrain: pilot a spacetruck to a nearby space station to pick up 14 pellets of Request for Stellar Patrol Issue Regulation Black Form Binders Request Form Forms. Trot and double trot!

You might as well resign yourself to another tedious day in the Stellar Patrol. But wait...all is not lost. By a happy twist of fate, your robot companion for the journey turns out to be your old pal Floyd! That's right, it's the very same mischievous little robot, crayons and saddleball at the ready, who was your helpful buddy in PLANETFALL.

It's an easy job for you and Floyd to pilot the spacetruck to the space station. But once there, you find the station strangely deserted. Even the

surrounding space village is missing its roster tenants. In fact, the only sign of intelligent life is GATO, a wise and well-read robot whom Floyd immediately befriends.

As you explore the station and its seedy village, things look increasingly sinister. A bowl of soup lies untouched in the mess hall. A spooky alien ship carrying only an empty pedestal rests in a docking bay. An ostrich and an Arcturian balloon creature are found, abandoned but in perfect health. The commander's log describes the mysterious breakdown of machinery, demonstrated by a roving hull-welder who seems bent on your destruction. And eventually even Floyd begins acting oddly...

Steve Meretzky, whose interactive fiction successes include THE HITCHHIKER'S GUIDE TO THE GALAXY (co-authored by Douglas Adams) and LEATHER GODDESSES OF PHOBOS, won a Best Computer Software Designer award for PLANETFALL. Infocom fans, consistently rating PLANETFALL among their favorite computer games, have been begging for a sequel. Even if you've never played PLANETFALL, you will enjoy STATIONFALL: the puzzles will challenge your intellect, the humor will keep you laughing, and Floyd will win your heart.

SEE INSIDE A STORY. SEE THE BIG PICTURE!

It's like waking up inside a story! Infocom's interactive fiction takes you to the center of a world jam-packed with surprising twists, unique characters, and original, logical, often hilarious puzzles.

For the first time, you're more than a passive reader. You talk to the story, typing in full English sentences. And the story talks right back, communicating entirely in vividly descriptive prose. What's more, you can actually shape the story's course of events through your choice of actions.

With hundreds of alternatives at every step, your adventure can last for weeks and even months.

Find out what it's like to get inside a story. Get one from Infocom. Because with Infocom's interactive fiction, there's room for you on every disk.

INFOCOM logo

125 CambridgePark Drive, Cambridge, MA 02142

Interactive Fiction is available for most personal computers. Call us at 617-876-8190 for availability information.

Manufactured and printed in U.S.A.

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Warranty information enclosed.

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Spent no. goes here

Assigned to each STATIONFALL package: your STATIONFALL disk; a set of blueprints for a Gamma-Delta-Gamma Class deep space station; three highly bureaucratic forms; and your Stellar Patrol patch.

What a trotting krip! Since your incredible heroics five years ago in PLANETFALL, where you risked life and limb to save the planet Resida, things have hardly changed at all. Sure, you were promoted to Lieutenant First Class in the Stellar Patrol, but this only meant that your dull life of cleaning grotch cages was replaced by an equally dull life of paperwork. Now you've got another assignment tailor-made for a grotchbrain: pilot a spacetruck to a nearby space station to pick up a supply of Request for Stellar Patrol Issue Regulation Black Form Binders Request Form Forms. Trot and double trot!

But wait...all is not lost. By a happy twist of fate, your companion for the journey turns out to be your old pal Floyd! That's right, it's the same mischievous little robot, crayons and paddleball at the ready, who was your helpful buddy in PLANETFALL.

Getting to the space station is easy. But once there, you find it strangely deserted. Even the seedy space village surrounding the station is missing its ragtag tenants. A bowl of soup lies uneaten. A spooky alien ship carrying only an empty pedestal rests in a docking bay. An ostrich and an Arcturian balloon creature are found, abandoned but in perfect health. The commander's log describes the mysterious breakdown of machinery, demonstrated by a roving hull-welder who seems bent on your destruction. And finally even Floyd begins acting oddly...

Steve Meretzky, whose interactive fiction successes include THE HITCHHIKER'S GUIDE TO THE GALAXY (co-authored by Douglas Adams) and LEATHER GODDESSES OF PHOBOS, won a Best Computer Software Designer award for PLANETFALL. Infocom fans, consistently rating PLANETFALL among their favorite computer games, have been begging for a sequel. Even if you've never played PLANETFALL, you will enjoy STATIONFALL: the puzzles will challenge your intellect, the humor will keep you laughing, and Floyd will win your heart.

GET INSIDE A STORY. GET ONE FROM INFOCOM!

It's like waking up inside a story! Infocom's interactive fiction takes you to the center of a world jam-packed with surprising twists, unique characters, and original, logical, often hilarious puzzles.

For the first time, you're more than a passive reader. You talk to the story, typing in full English sentences. And the story talks right back, communicating entirely in vividly descriptive prose. What's more, you can actually shape the story's course of events through your choice of actions. With hundreds of

alternatives at every step, your adventure can last for weeks and even months.

Find out what it's like to get inside a story. Get one from Infocom. Because with Infocom's interactive fiction, there's room for you on every disk.

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[part no. goes here]

STELLAR PATROL OF THE THIRD GALACTIC UNION

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Assignment Completion Form 2X-17-I

Issued: _____ (date) _____ (time)

Description of Assignment:

<p>-----</p> <p>-----</p> <p>-----</p> <p>-----</p> <p>-----</p> <p>-----</p> <p>-----</p>	<p>-----</p> <p>-----</p> <p>-----</p> <p>-----</p> <p>-----</p> <p>-----</p> <p>-----</p>
--	--

VALIDATION BOX
(do not write in
this space)

(Insert 2, fine print, goes here)

WHITE:	Issues	PINK:	Files	CREAM:	Records Officer
BLUE:	Issues	BUFF:	Backup Files	IVORY:	Asst. Rec. Ofcr.
GREEN:	Issues's Cdr.	GRAY:	561 Roko Files	EGG:	Jr. Rec. Ofcr.
CANARY:	Issues's Cdr.	COFFEE:	561 Roko Files	MAJIVE:	Form Ombudsman

WHITE: Issuer	PINK: Files	CREAM: Records Officer
BLUE: Issuer	BUFF: Backup Files	IVORY: Asst. Rec. Ofcr.
GREEN: Issuer's Chgr.	GRAY: Dbl Bkcp Files	EGG: Jr. Rec. Ofcr.
CANARY: Issuer's Chgr.	CORFEE: Tol Bkcp Files	MAIVE: Form Inqudsman

Class Three Aircraft Activation Form MB-34-V

Issued: _____
(date) (time)

Issuer's rank: _____

Issuer's Patrol ID number: _____

This form is applicable to the following Class Three vehicles:

TRANS-SPACEQUICK TUGBOAT
FORMS TRANSPORT SPACEBUCK, SIX-METER
FORMS TRANSPORT SPACEBUCK, NINE-METER
FORMS TRANSPORT SPACEBUCK, TWELVE-METER
TITANIUM-HULL SWAMP WALKER
DEEP-SPACE TRANS-ION PARTICLE FLUCKER
AMBASSADORIAL SHUTTLE, ONE-PERSON
AMBASSADORIAL SHUTTLE, TWO-PERSON
AMBASSADORIAL SHUTTLE, MORE-THAN-TWO-PERSON-OR-ONE-
PERSON-PLUS-ANY-NUMBER-OF-NON-HUMANS
SCOOTER, INTRA-SYSTEM, CAPTAIN EDWIE MODEL
ZERO-ENERGY FIDDLE-BITTER, SITTING DUCK BRAND
SEMI-DIVING STEERING-POWERED CRUEL-FEET

(Insert B, fine print, goes here)

WHITE:	Issuer	PINK:	Files	CREAM:	Records Officer
BLUE:	Issuer	BUFF:	Backup Files	IVORY:	Asst. Rec. Ofcr.
GREEN:	Issuer's Cmdr.	GRAY:	Qbl Acct Files	EGG:	Jr. Rec. Ofcr.
SAVARY:	Issuer's Cmdr.	COMFTE:	Tot Acct Files	MAJVF:	Form Ombudsman

Insert A, navigation data:

4300-4349: 532	5700-5749: 174	7100-7149: 122	8500-8549: 464
4350-4399: 503	5750-5799: 175	7150-7199: 123	8550-8599: 483
4400-4449: 547	5800-5849: 167	7200-7249: 139	8600-8649: 503
4450-4499: 368	5850-5899: 159	7250-7299: 145	8650-8699: 523
4500-4549: 544	5900-5949: 160	7300-7349: 152	8700-8749: 544
4550-4599: 523	5950-5999: 148	7350-7399: 159	8750-8799: 565
4600-4649: 502	6000-6049: 138	7400-7449: 167	8800-8849: 587
4650-4699: 483	6050-6099: 133	7450-7499: 175	8850-8899: 609
4700-4749: 464	6100-6149: 128	7500-7549: 184	8900-8949: 632
4750-4799: 445	6150-6199: 120	7550-7599: 193	8950-8999: 655
4800-4849: 427	6200-6249: 118	7600-7649: 202	9000-9049: 679
4850-4899: 409	6250-6299: 116	7650-7699: 213	9050-9099: 703
4900-4949: 392	6300-6349: 112	7700-7749: 224	9100-9149: 723
4950-4999: 375	6350-6399: 109	7750-7799: 235	9150-9199: 753
5000-5049: 359	6400-6449: 107	7800-7849: 247	9200-9249: 779
5050-5099: 343	6450-6499: 105	7850-7899: 259	9250-9299: 805
5100-5149: 328	6500-6549: 104	7900-7949: 272	9300-9349: 832
5150-5199: 313	6550-6599: 102	7950-7999: 285	9350-9399: 859
5200-5249: 299	6600-6649: 103	8000-8049: 299	9400-9449: 887
5250-5299: 285	6650-6699: 100	8050-8099: 312	9450-9499: 915
5300-5349: 272	6700-6749: 104	8100-8149: 323	9500-9549: 944
5350-5399: 259	6750-6799: 103	8150-8199: 343	9550-9599: 973
5400-5449: 247	6800-6849: 107	8200-8249: 359	
5450-5499: 235	6850-6899: 109	8250-8299: 375	
5500-5549: 224	6900-6949: 112	8300-8349: 392	
5550-5599: 213	6950-6999: 119	8350-8399: 409	
5600-5649: 202	7000-7049: 128	8400-8449: 427	
5650-5699: 193	7050-7099: 133	8450-8499: 445	

Insert 2, fine print:

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Fill out
Pandas

[illegible]

VALIDATION BOX
(do not write in
this space)

Issued: _____ (Date) _____ (Time)

Issue's rank: _____

Issue's Patrol ID number: _____

Description of Assignment: _____

VALIDATION BOX
(do not write in
this space)

Additional Data

Astrogator's navigational data (time:course)

4300-4349: 632	5700-5749: 184	7100-7149: 128	8500-8549: 464
4350-4399: 609	5750-5799: 175	7150-7199: 133	8550-8599: 483
4400-4449: 587	5800-5849: 167	7200-7249: 139	8600-8649: 503
4450-4499: 565	5850-5899: 159	7250-7299: 145	8650-8699: 523
4500-4549: 543	5900-5949: 152	7300-7349: 152	8700-8749: 543
4550-4599: 521	5950-5999: 145	7350-7399: 159	8750-8799: 565
4600-4649: 503	6000-6049: 139	7400-7449: 167	8800-8849: 587
4650-4699: 483	6050-6099: 133	7450-7499: 175	8850-8899: 609
4700-4749: 464	6100-6149: 128	7500-7549: 184	8900-8949: 632
4750-4799: 445	6150-6199: 123	7550-7599: 193	8950-8999: 655
4800-4849: 427	6200-6249: 116	7600-7649: 203	9000-9049: 679
4850-4899: 409	6250-6299: 110	7650-7699: 213	9050-9099: 703
4900-4949: 392	6300-6349: 115	7700-7749: 224	9100-9149: 728
4950-4999: 375	6350-6399: 109	7750-7799: 235	9150-9199: 753
5000-5049: 359	6400-6449: 107	7800-7849: 247	9200-9249: 779
5050-5099: 343	6450-6499: 105	7850-7899: 259	9250-9299: 805
5100-5149: 328	6500-6549: 104	7900-7949: 272	9300-9349: 832
5150-5199: 313	6550-6599: 103	7950-7999: 285	9350-9399: 859
5200-5249: 299	6600-6649: 103	8000-8049: 299	9400-9449: 887
5250-5299: 285	6650-6699: 103	8050-8099: 313	9450-9499: 915
5300-5349: 272	6700-6749: 105	8100-8149: 328	9500-9549: 944
5350-5399: 259	6750-6799: 105	8150-8199: 343	9550-9599: 973
5400-5449: 247	6800-6849: 109	8200-8249: 359	
5450-5499: 232	6850-6899: 109	8250-8299: 375	
5500-5549: 219	6900-6949: 112	8300-8349: 392	
5550-5599: 203	6950-6999: 115	8350-8399: 409	
5600-5649: 203	7000-7049: 119	8400-8449: 427	
5650-5699: 193	7050-7099: 123	8450-8499: 445	

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Fill out
Forms

Navigation data (time:course)

[illegible][illegible]

Robot Use Authorization Form JZ-59-6

GREEN: Issue
 BLUE: Issuer
 WHITE: Issue's Cadr.
 CANNRY: Issue's Cadr.

PINK: Files
 BUFF: Backup Files
 GRAY: Dbl Bckp Files
 COFFEE: TPI Bckp Files

CREAM: Records Officer
 BROWN: Asst. Rec. Ofcr.
 BLACK: Rec. Ofcr.
 MAUIE: Form Unbudsan

Issued: _____ (date) _____ (time)

Issuee's rank: _____

Issuee's Patrol ID number: _____

Applicable robot pool: _____

Instructions to issuee: This form should be presented at the robot pool indicated above. If no such pool exists, return this form to its issuer along with eight completed copies of Missing or Non-Existent Robot Pool Report Form GV-98-M. At the indicated robot pool, this form should be given to any party or parties thereabouts responsible for the discharge of robots, or, if the indicated pool is automated, to the appropriate automated system or systems.

Instructions to robot pool: One robot may be discharged into the care of the issuee of this form for such purposes as are specified under the Stellar Patrol Omnibus Robot Use Policies and Procedures Book. Copies of this form should be sent to the issuee's immediate superior, the ship's Records Officers, Archives One, Two, and Three, the issuee's permanent record file, and the files of the indicated robot pool.

Issued: _____ (date) _____ (time)

Issuee's rank: _____

Issuee's Patrol ID number: _____

Applicable robot pool: _____

Instructions to issuee: This form should be presented at the robot pool indicated above. If no such pool exists, return this form to the issuer along with eight completed copies of Missing or Non-Existent Robot Pool Report Form GW-98-W. At the indicated robot pool, this form should be given to any party or parties thereabouts responsible for the discharge of robots, or, if the indicated pool is automated, to the appropriate automated system or systems.

Instructions to robot pool: One robot may be discharged into the care of the issuee of this form for such purposes as are specified under the Stellar Patrol Omnibus Robot Use Policies and Procedures Book. Copies of this form should be sent to the issuee's immediate superior, the ship's Records Officers, Archives One, Two, and Three, the issuee's permanent record file, and the files of the indicated robot pool.

Instructions to robot: (put a bar code or other computerish graphic here.)

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Instructions to robot
here.)

[illegible]

Class Three Spacecraft Activation Form HB-56-V

GREEN: Issuee
 BLUE: Issuer
 WHITE: Issuee's Cadr.
 CHERRY: Issuer's Cadr.

PINK: Files
 GRAY: Back Files
 COFFEE: Tpl Back Files

CROWN: Records Officer
 TURBY: Asst. Rec. Ofcr.
 EGG: Jr. Rec. Ofcr.
 NAUVE: Form Onbudsan

Issued: _____ (date) _____ (line)

Issuee's rank: _____

Issuee's Patrol ID number: _____

This form is applicable to the following Class Three vehicles:

- TRANS-SPACEDOCK TUGBOAT
- FORMS TRANSPORT SPACETRUCK, SIX-METER
- FORMS TRANSPORT SPACETRUCK, NINE-METER
- FORMS TRANSPORT SPACETRUCK, TWELVE-METER
- TITANIUM-HULL SWAMP WALKER
- DEEP-SPACE TRANS-ION PARTICLE PLUCKER
- AMBASSADORIAL SHUTTLE, ONE-PERSON
- AMBASSADORIAL SHUTTLE, TWO-PERSON

Issued: _____ (date) _____ (time)

Issuee's rank: _____

Issuee's Patrol ID number: _____

This form is applicable to the following Class Three vehicles:

TRANS-SPACEDOCK TUGBOAT
FORMS TRANSPORT SPACETRUCK, SIX-METER
FORMS TRANSPORT SPACETRUCK, NINE-METER
FORMS TRANSPORT SPACETRUCK, TWELVE-METER
TITANIUM-HULL SWAMP WALKER
DEEP-SPACE TRANS-ION PARTICLE PLUCKER
AMBASSADORIAL SHUTTLE, ONE-PERSON
AMBASSADORIAL SHUTTLE, TWO-PERSON
AMBASSADORIAL SHUTTLE, MORE-THAN-TWO-PERSON
ONE-PERSON-PLUS-ANY-NUMBER-OF-NON-HUMANS
SCOOTER, INTRA-SYSTEM, CAPTAIN ZOWIE MOD
ZERO-ENERGY PUDDLE-SITTER, SITTING DUCK
SENT-ONFING GIGRING-POWERED DOUBLE-FOOD

Instructions to robot pool: One robot may be discharged into the care of the issuer of this form for such purposes as are specified in the Stellar Patrol Omnibus Robot Use Policies and Procedures Book. Copies of this form should be sent to the issuer's immediate superior, the ship's Records Officers, Archives One, Two, and Three, the issuer's permanent record file, and the files of the indicated robot pool.

This form is printed and disbursed entirely for the uses and purposes of the Stellar Patrol of the Third Galactic Union and may only be used for those express uses and purposes or for any other uses and purposes with which the user may be instructed to comply by an authorized dispenser of this form. By any commanding officer, provided that such use is in a manner complying with the rules and regulations of the Stellar Patrol and the laws of the Third Galactic Union, unless superseded by any local laws and customs where such laws and customs apply under the Supremacy Conventions of the Patrol, the Union, or such other parties as the users of this form may dictate. In addition and furthermore, the use of this form in any way expresses any license bestowed by the Patrol, the Union, the dispenser, or any other party. This form is printed and distributed by all.

SEMT-00FTNG GIGBUNG-POWERED DOUBLE-F00Z

Instructions to robot pool: One robot may be discharged into the care of the issue of this form for such purposes as are specified in the Stellar Patrol Omnibus Robot Use Policies and Procedures Book. Copies of this form should be sent to the issue's immediate superior, the ship's Records Officers, Archives One, Two, and Three, the issue's permanent record file, and the files of the indicated robot.

This form is printed and disbursed entirely for the stated purposes of the Stellar Patrol of the Third Galactic Union and may only be used for those express uses and purposes or for any other use and purpose with which the user may be instructed by an authorized disburser of this form or by any commanding officer, provided that such use is in a manner complying with the rules and regulations of the Galactic Union and the Stellar Patrol. The use of this form for any other purpose, such as local laws and customs apply under the Supremacy of the Galactic Union, or any other parties as the uses of this form may dictate. In addition and furthermore, the use of this form in no way expresses my license bestowed upon the printer, the disburser, the user, or on anyone or any party to accept or use this form for any other purpose. This form is printed and distributed under the authority of the Galactic Union and Framework Police Book, as published on 5/15/11339 and amended on four hundred and thirty-seven subsequent occasions, and is considered a legally-binding document in a court of law or in a court of basketball or any other court you can think of. This form was designed and printed under the auspices of the Stellar Patrol, forbids the Planet Plants and Painted Manicured Officers! Also, the Printfully a book? Does anyone who can't really name read this far into the fine print? I mean, you have to be really off your rocker thatbats nobody to even get halfway through the second line! I assume that it's like for a poor Ensign Fourth Class, having to write near the rear of this form, only to find out that it's more to turn your boring, boring, boring Galactic rule-address!!!! (aarrrooooo!!!)

NOTE:

On any plan whose layout is on 2-layers,
I've included a xerox of the bottom
layer as well, for clarity.

- S.

22-43

Stellar Patrol of the Third Galactic Union

OFFICIAL BLUEPRINTS

AI



Stellar Patrol of the Third Galactic Union

OFFICAL BLUEPRINTS



The blueprints herein are printed and disbursed solely for the uses and purposes of the Stellar Patrol of the Third Galactic Union as outlined in the Stellar Patrol Blueprint Rules and Regulations Handbook or as determined by an authorized disburser of these blueprints or by any commanding officer provided that such uses or purposes are in a manner consistent with the rules and regulations of the Stellar Patrol. Failure to comply with said rules and regulations with regard to the confidentiality of Stellar Patrol blueprints will be treated as an act of treason and punishment determined accordingly. All local restrictions apply.



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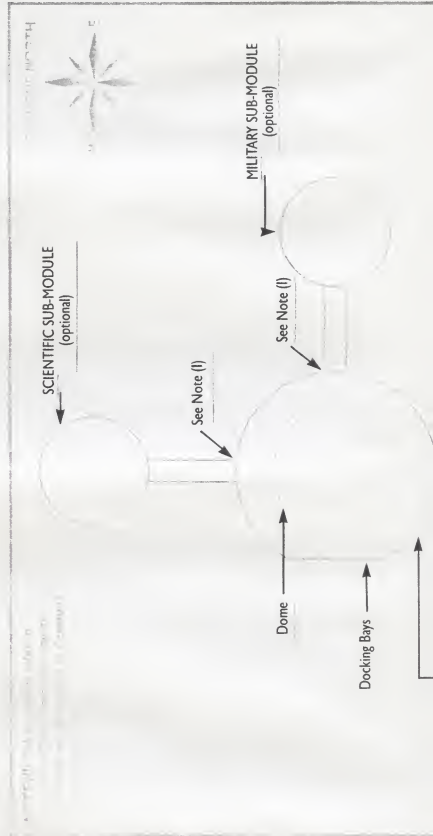
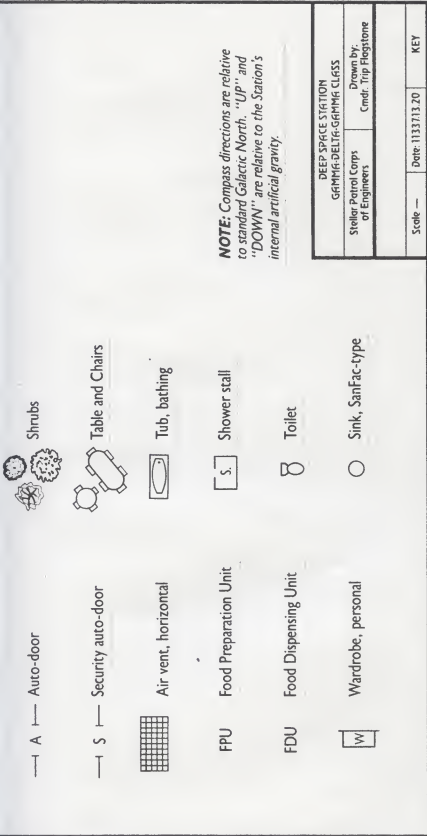


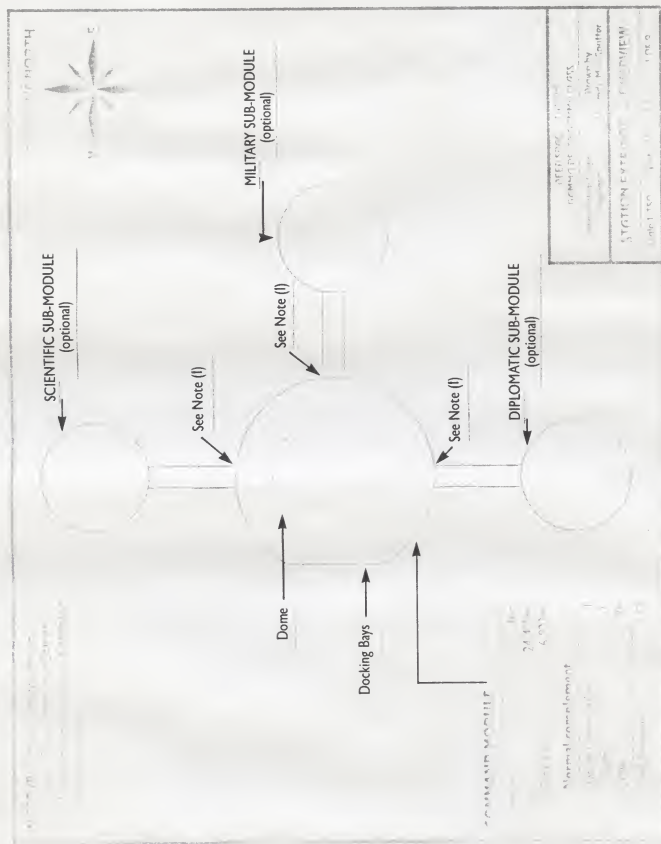
PANTONE
568

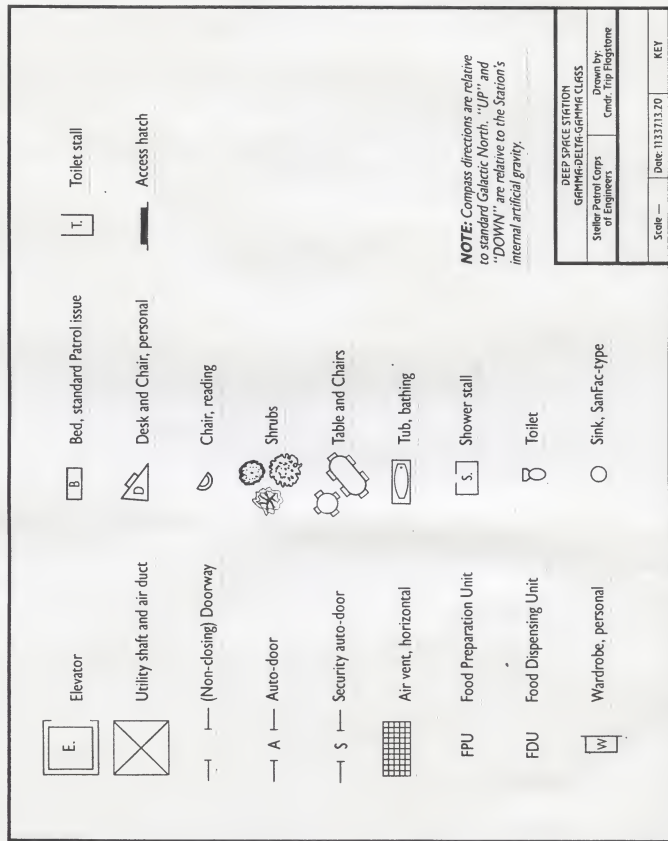
	Elevator		Bed, standard Patrol issue		Toilet stall
	Utility shaft and air duct		Desk and Chair, personal		Access hatch
	(Non-closing) Doorway		Chair, reading		
	Auto-door		Shrubs		
	Security auto-door		Table and Chairs		
	Air vent, horizontal		Tub, bathing		
FPU	Food Preparation Unit		Shower stall		
FDU	Food Dispensing Unit		Toilet		
	Wardrobe, personal		Sink, SanFac-type		

NOTE: Compass directions are relative to Station of Galactic North. "Up" and "Down" are relative to the Station's internal artificial gravity.

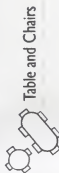
DEEP SPACE STATION CAPTAIN DELL'AMERICA CLASS	
Sink, Patrol Corps JG Engineers	Drawn by Crdt. Trng. Flightstone
Scale —	Date: 11/33/13 20
KEY	







— A — Auto-door



— S — Security auto-door



Air vent, horizontal



FFU

Food Preparation Unit



Shower stall

FDU

Food Dispensing Unit



Toilet



Wardrobe, personal



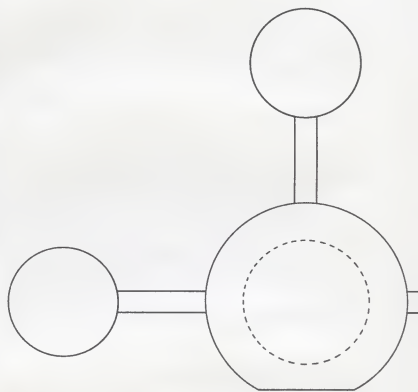
Sink, SanFac-type

NOTE: Compass directions are relative to standard Galactic North. "Up" and "DOWN" are relative to the Station's internal artificial gravity.

DEEP SPACE STATION GAMMA-DELTA-GAMMA CLASS		
Stellar Patrol Corps of Engineers	Drawn by: Cand. Trip Flaggstone	
Scale —	Date: 1133713 20	KEY

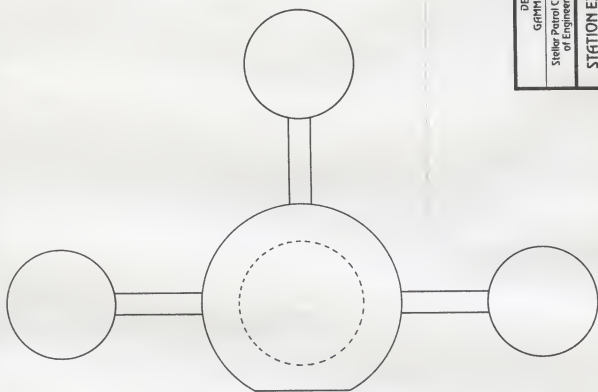
NOTE (I): Only connecting tubes to official Stellar Patrol Deep Space Station Sub-Modules may be attached to Command Module at these joints.

GALACTIC NORTH



NOTE (1): Only connecting tubes to official Stellar Patrol Deep Space Station Sub-Modules may be attached to Command Module at these joints.

GALACTIC NORTH



COMMAND MODULE

Diameter 36m
Volume 24,429m³
Usable floor area 6,823m²

Normal complement

Station Commander 1
Officers 6
Crew 36
Total Personnel 43

STELLAR PATROL DEEP SPACE STATION

GALACTIC NORTH

Stellar Patrol Corps
of Engineers

Drawn by:
Lt. Cmdr. Milo Spulter

STATION EXTERIOR — OVERVIEW

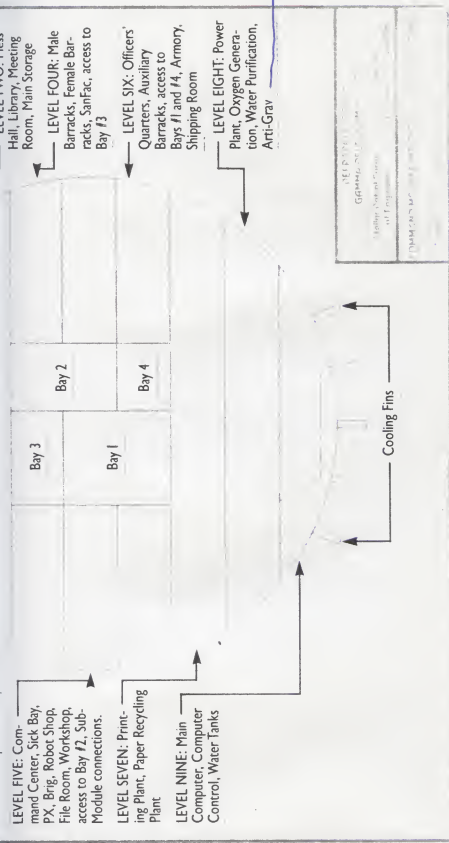
Scale 1:750 Date: 11/33/75:1 1 OF 9



~~Anti-Grav?~~ (looks like Anti-Grav)
which?

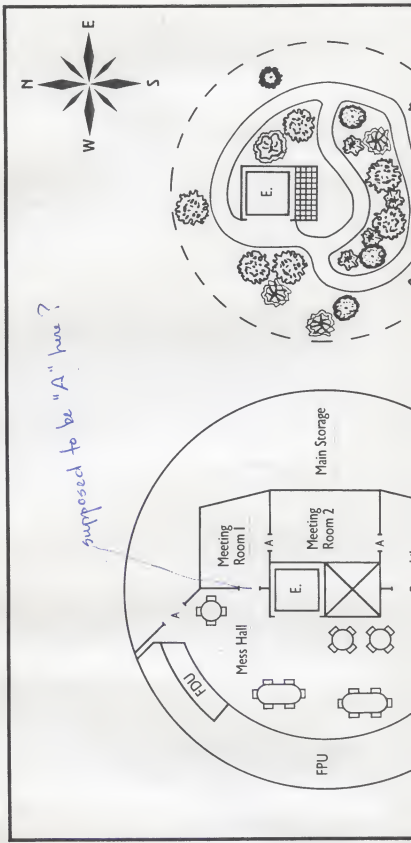
Station control
Comm. Diff. cell
Storage

Meeting Room 2



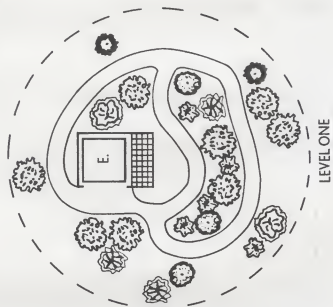
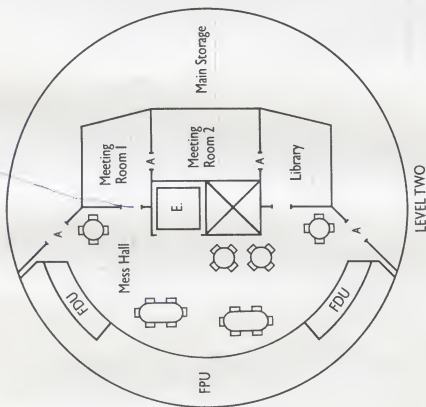
Station control
Control, Storage, Control
STORAGE

~~Anti-Grav~~ (looks like
which? Anti-Grav
one?)

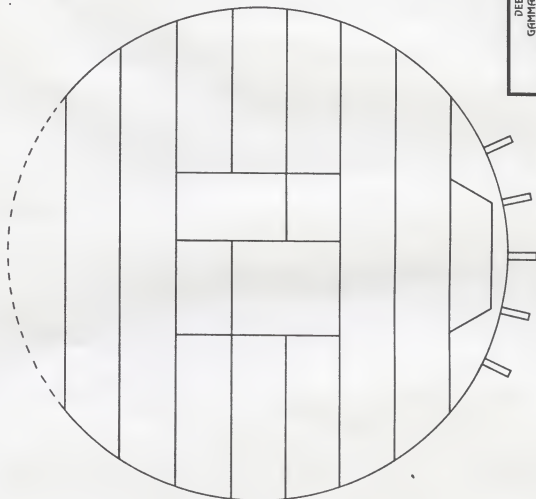




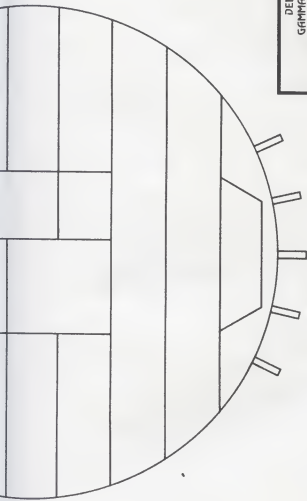
supposed to be "A" line?



DEEP SPACE STATION	
GAMMELDTIC GAMMA CLASS	
Station Patrol Corps of Engineers	Drawn by: Lt. Cmdr. Milo Spitzer
COMMAND MODULE—LEVEL ONE & LEVEL TWO PLAN	
Scale 1:375	Date: 11/33/75
	3 OF 9

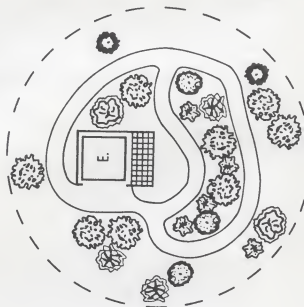
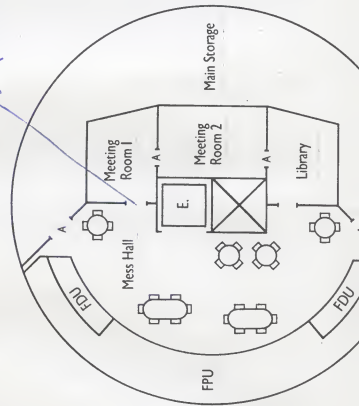


DEEP SPACE STATION	
GAMMA/DELTA-GAMMA CLASS	
Stellar Patrol Corps of Engineers	Drawn by: Lt. Cmdr. Milo Spulter
COMMAND MODULE INTERIOR—SIDE VIEW CUTAWAY	
Scale 1:375	Date: 113375.2
	2 OF 9



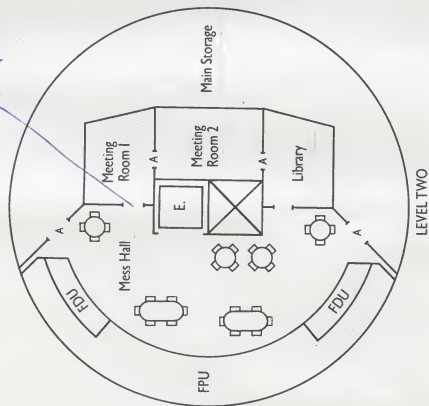
DEEP SPACE STATION	
GALACTIC DELTA GAMMA CLASS	
Stellar Program Corps	Dr. Gregory
of Engineers	LT. Cmdr. Tisha Spitzer
COMMAND MODULE INTERIOR — SIDE VIEW CUTAWAY	
Scale 1:375	DATE 11/33/75.2
	Z OF 9

SEE prev. page





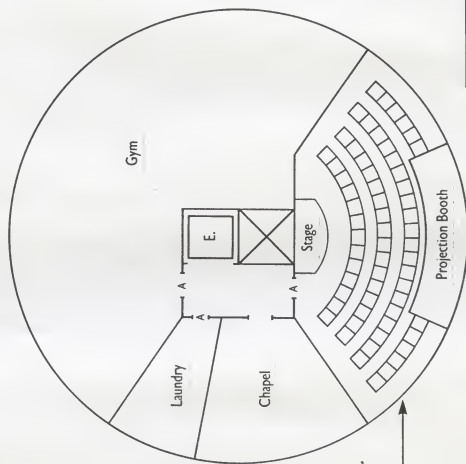
see prev. page



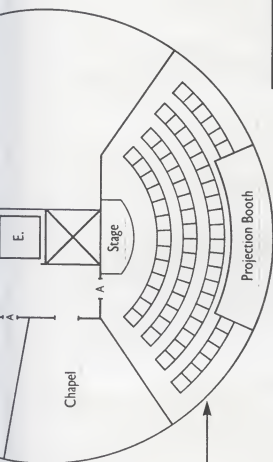
LEVEL ONE

LEVEL TWO

DEEP SPACE STATION GAMMA-DELTA GAMMA CLASS	
Stellar Patrol Corps of Engineers	Drawn by Lt. Cmdr. Milo Spuller
COMMAND MODULE—LEVEL ONE & LEVEL TWO PLAN	
Scale 1:375	Date: 113375.5
	3 OF 9

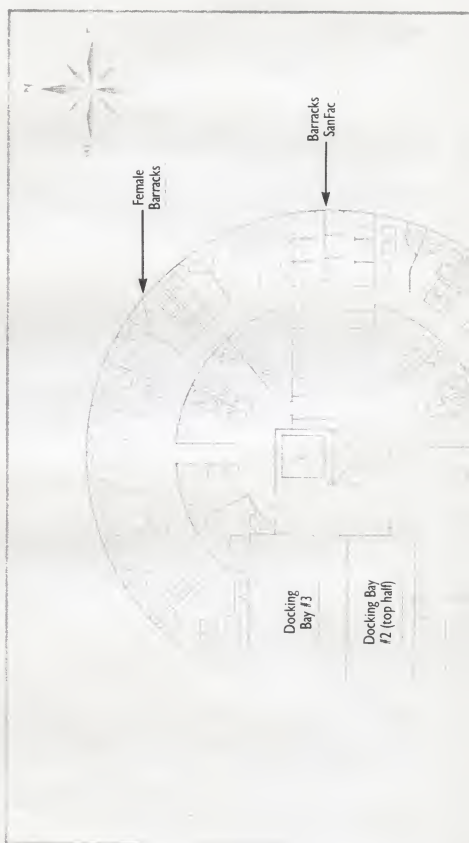


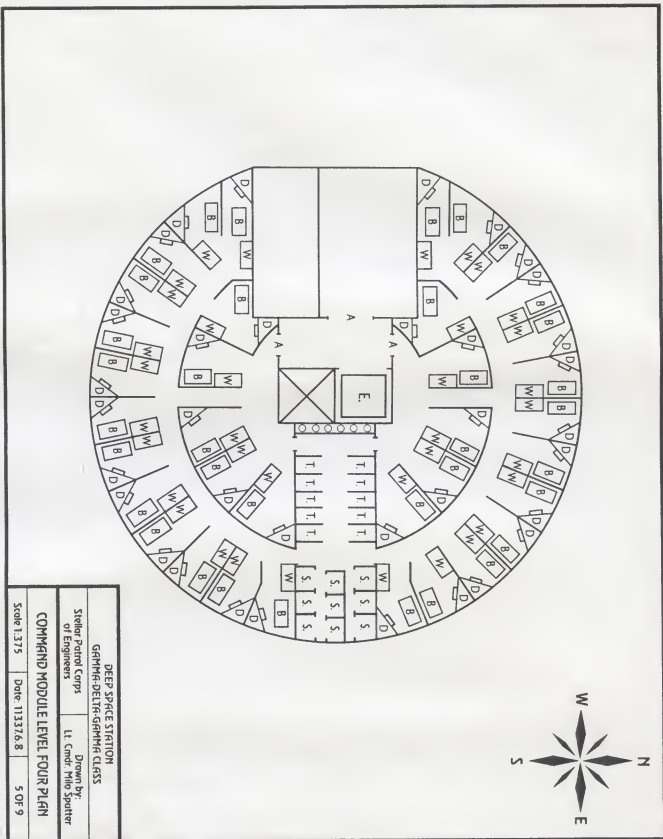
DEEP SPACE STATION GAMMA DELTA GAMMA CLASS		Drawn by Lt. Cmdr. Phil Sparker	
Steelers Patrol Corps of Engineers		COMMAND MODULE LEVEL THREE PLAN	
Scale 1:375	Date 113375.12	4 OF 9	

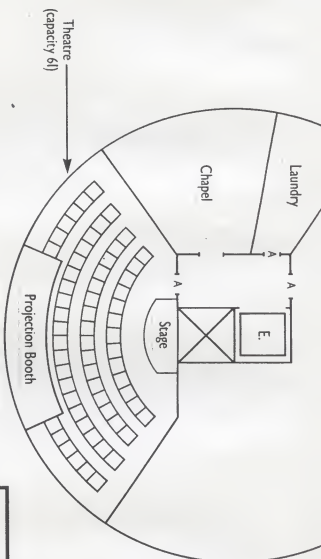


Theatre
(capacity 61)

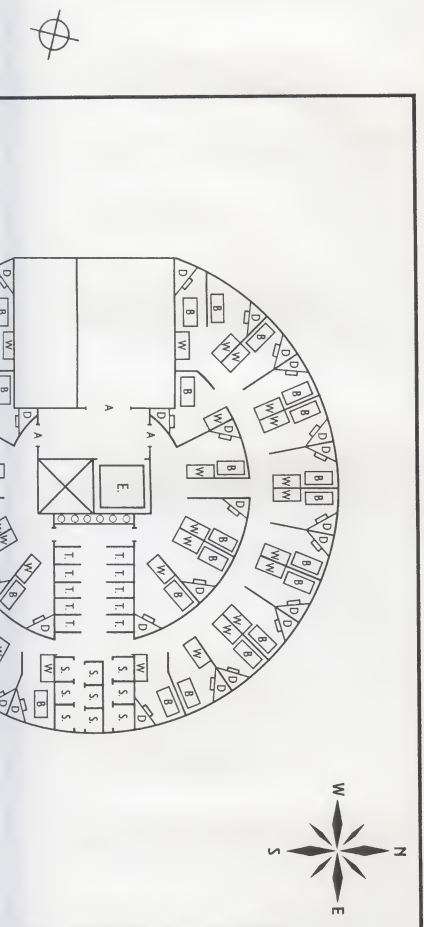
DEEP SPACE STATION GAMMA-DELTA GAMMA CLASS	
Stellar Patrol Corps of Engineers	Drawn by Lt. Cmdr. Mito Spulter
COMMAND MODULE LEVEL THREE PLAN	
Scale 1:375	Date: 11/33/51Z 4 OF 9

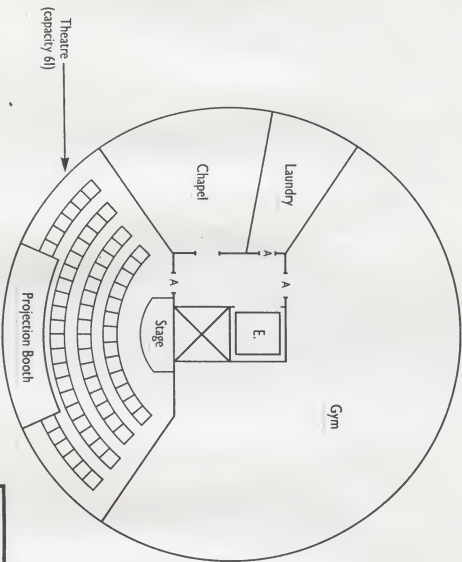




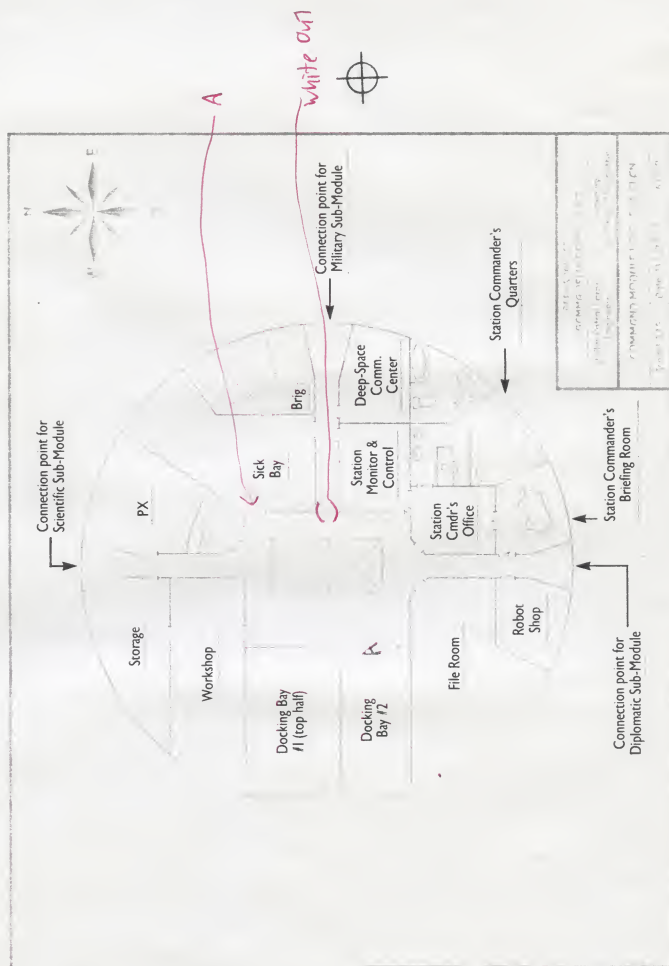


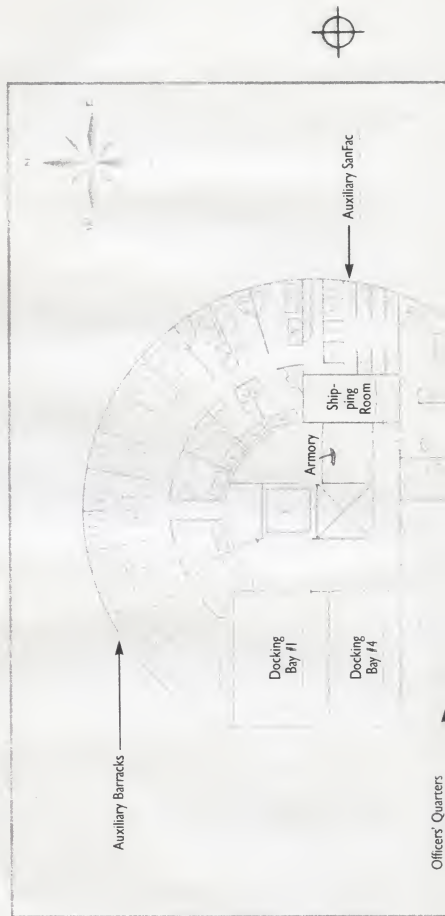
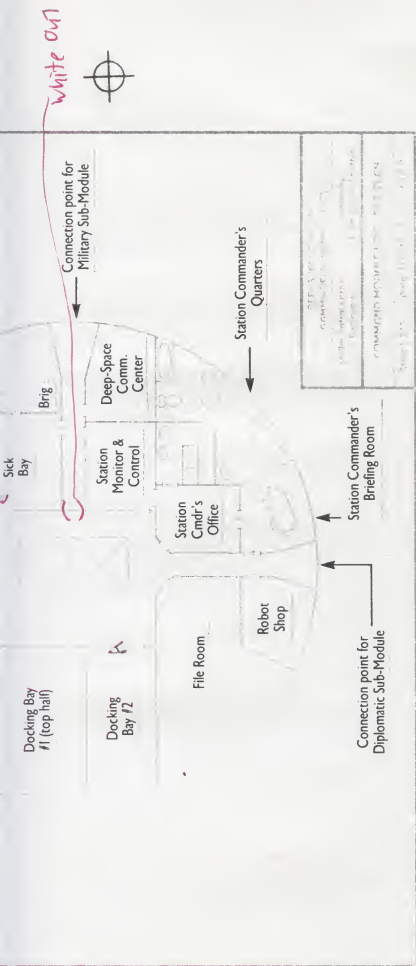
DEEP SPACE STATION		
GAMMA-DELTA-GAMMA CLASS		
Stellar Patrol Corps of Engineers	Drawn by: Lt. Cmdr. Mho Spatter	
COMMAND MODULE LEVEL THREE PLAN		
Scale 1:375	Date: 11/3/75, 12	4 OF 9

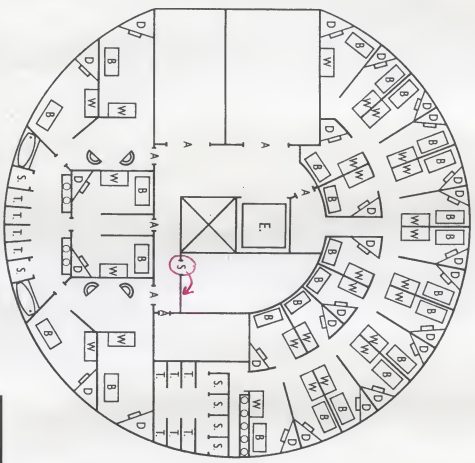




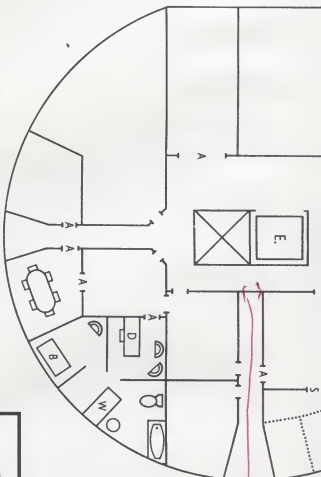
DEEP SPACE STATION			
GEMINI DELTA DORMING CLASS			
State: Detroit Corps	Station: 113375.12	Scale: 1:375	Date: 11/3/75
Staff: Engineers	LI: Civil Engineering	4 of 9	
COMMAND MODULE LEVEL THREE PLAN			





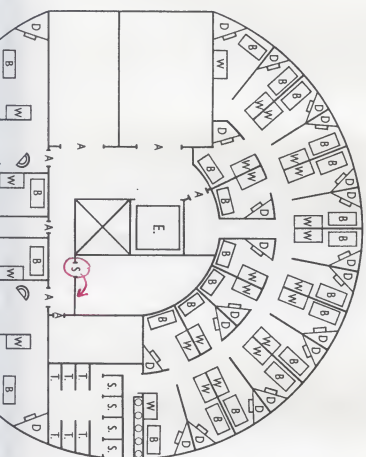


DEEP SPACE STATION GAMMA-DELTA-GAMMA CLASS		
Stellar Patrol Corps of Engineers	Drown by: Lt. Cmdr. Philo Spullter	
COMMAND MODULE LEVEL SIX PLAIN		
Scale 1:3.75	Date: 11/35/73, 10	7 OF 9

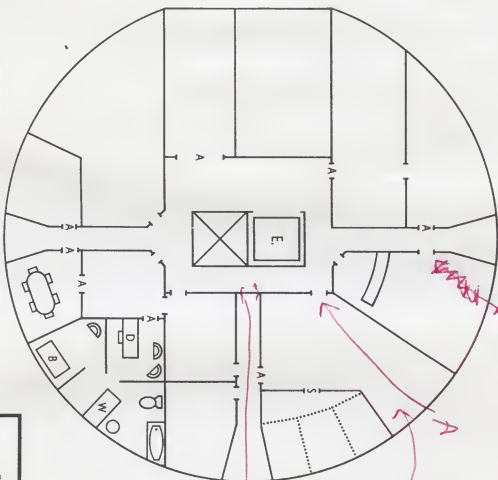


in white oval

DEEP SPACE STATION			
GAMMA-DELTA-GAMMA CLASS			
Stellar Patrol Corps of Engineers		Drawn by: Lt. Cmdr. Phil Spiller	
COMMAND MODULE LEVEL FIVE PLAN			
Scale 1:375	Date: 11/3/78	6 OF 9	



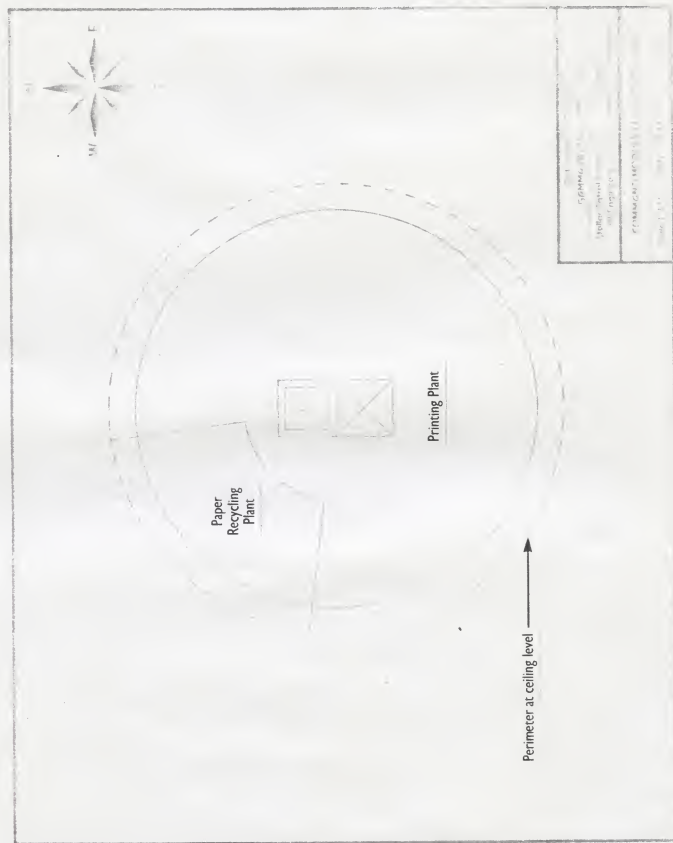
move S to right



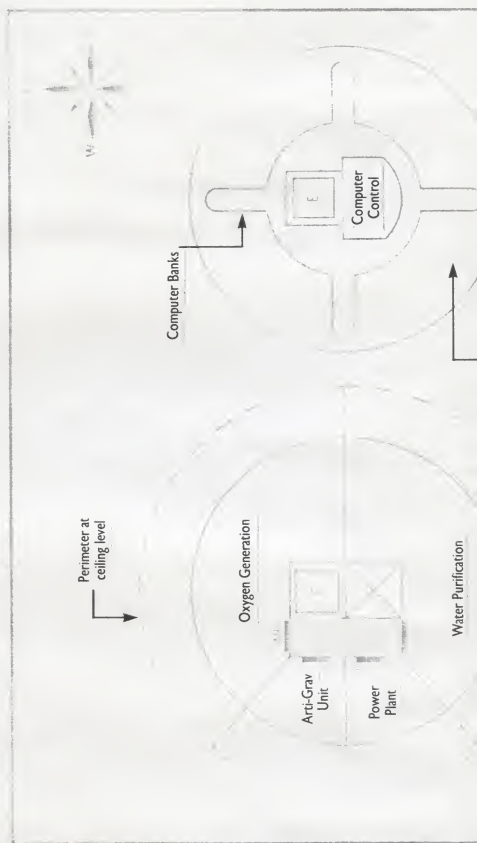
DEEP SPACE STATION
COMMAND MODULE LEVEL FIVE PLAN

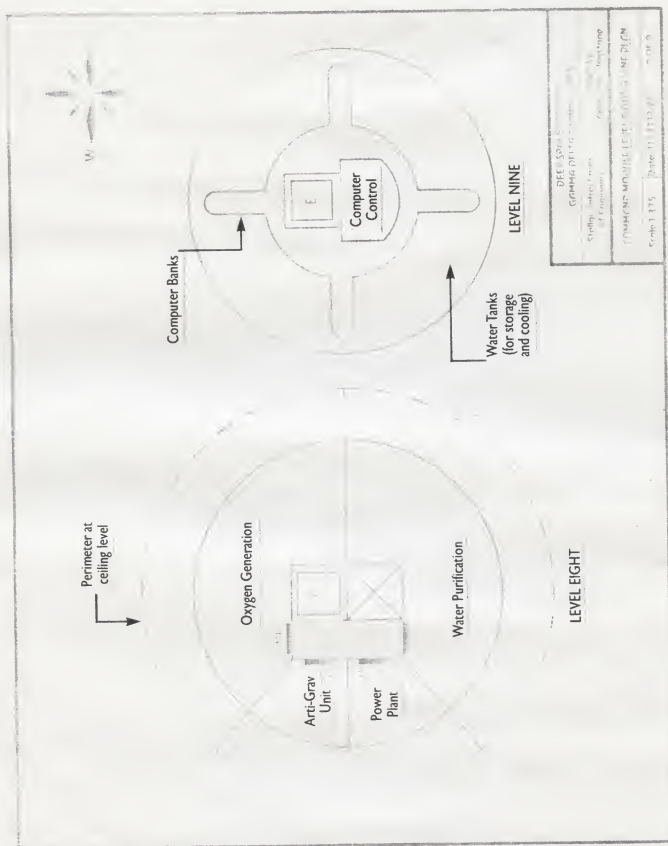
Stationed Personnel
Lt. Cmdr. Mike Spenser

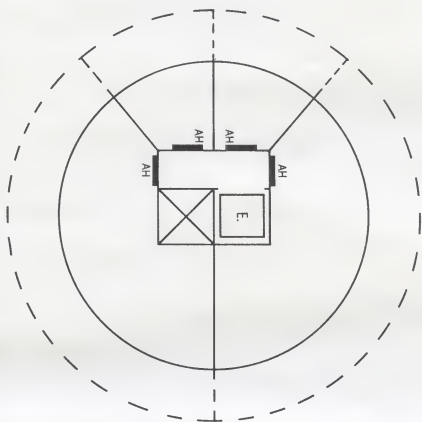
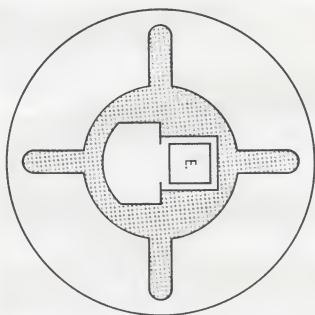
Scale: 1:1275 Date: 11/27/81 6 OF 9



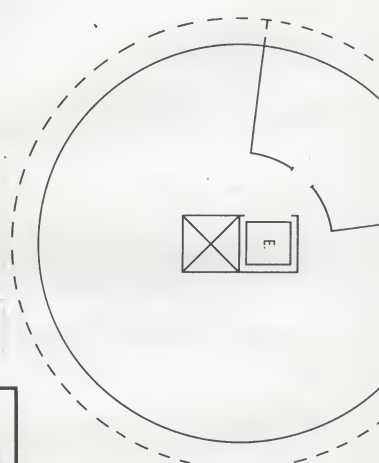
Scale: 1" = 10'	North Arrow
Legend	Notes
1. All dimensions are in feet.	
2. All dimensions are to the center of the building.	
3. All dimensions are to the center of the building.	
4. All dimensions are to the center of the building.	
5. All dimensions are to the center of the building.	
6. All dimensions are to the center of the building.	
7. All dimensions are to the center of the building.	
8. All dimensions are to the center of the building.	
9. All dimensions are to the center of the building.	
10. All dimensions are to the center of the building.	



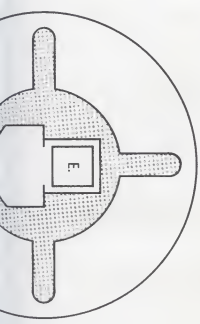
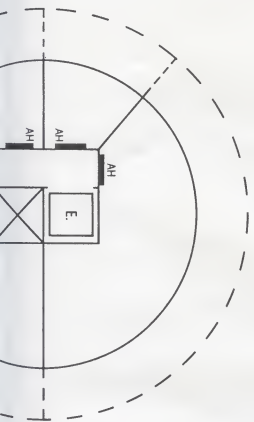


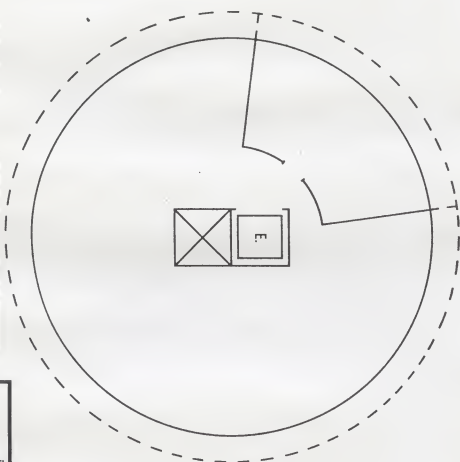


DEEP SPACE STATION		
GAMMA-DELTA-GAMMA CLASS		
Stellar Patrol Corps of Engineers	Drawn by: Cmdr. Trip Flogstone	
COMMAND MODULE LEVEL EIGHT & NINE PLAN		
Scale 1:375	Date: 11/37/13/20	9 OF 9



DEEP SPACE STATION	
GRAVITY-DEFLECTING CLASS	
Stellar Patrol Corps of Engineers	Drawn by: Cord. Trip Flanagan
COMMAND MODULE LEVEL SEVEN PLAN	
Scale 1:375	Date: 11/3/73, 20 8 OF 9





DEEP SPACE STATION		
GEMME/DETIS/GEMME CLASS		
Senior Patrol Corps of Engineers	Drawn by Cmde. Trip Flanagan	
COMMAND MODULE LEVEL SEVEN PLAN		
Scale 1:375	Date: 11/3/73	8 OF 9

Manual

First Draft
1/7/86

SSSS 666
S 6
S 6
SSS 6666
S 6 6
S 6 6
SSSS 666

M	M	AAA	N	N	U	U	AAA	L	1	999
MM	MM	A	A	N	N	U	U	A	A	L
M	M	M	A	A	NN	N	U	U	A	A
M	M	M	A	A	N	N	N	U	U	A
M	M	AAAAA	N	NN	U	U	AAAAA	L	1	9
M	M	A	A	N	N	U	U	A	A	L
M	M	A	A	N	N	UUUUU	A	A	LLLLL	..
									..	111
										999

START Job S6 Req #225 for SEM Date 7-Jan-87 18:26:00 Monitor: FRED's Machin
File PS:<S6>S6.MANUAL.19, created: 7-Jan-87 18:13:05, printed: 7-Jan-87 18:27:3
Job parameters: Request created: 7-Jan-87 18:26:02 Page limit:576 Forms:NORMA
File parameters: Copy: 2 of 8 Spacing:SINGLE File format:ASCII Print mode:A

@Style[TabWidth 8 chars]

@Style[Justification no]

If you've never played Infocom's interactive fiction before, you should read this entire instruction manual.

If you're an experienced Infocom player, just read @U[Section I: About Stationfall].

@Heading[TABLE OF CONTENTS]

@U[Section I: About Stationfall]

Preface to the Story

Sample Transcript and Map

About the Author

@U[Section II: About Infocom's Interactive Fiction]

An Overview: What is interactive fiction?

Starting and Stopping

@Verbatim[

*"Booting up"

*Saving and restoring

*Quitting and restarting]

Communicating with Infocom's interactive fiction

@Verbatim[

*Basic sentences

*Complex sentences

*Talking to characters in the story]

Special Commands

Tips for Novices

@Verbatim[

Eleven Useful pointers about interactive fiction]

Common Complaints

We're Never Satisfied

If You Have Technical Problems

Copyright and Warranty Information

Quick Reference Guide

@Verbatim[

This briefly describes the most important things to know about interactive fiction.]

@Unnumbered[SECTION I: ABOUT STATIONFALL]

@Heading[Preface to the Story]

After the fall of the Second Galactic Union in 1716 GY, a ten thousand year dark age settled upon the galaxy. Interstellar travel was non-existent, and many star systems descended into a near-barbaric state, burning fossil fuels

for energy and growing food directly from exposed topsoil.

In 11,203 GY, a treaty between the growing empires of Tremain and Gallium formed the Third Galactic Union. A pseudo-military branch of the Union government on Tremain was created. Called the Stellar Patrol, its ships began exploring the galaxy, searching for the human civilizations that are the remnants of the Second Union.

You are a native of Gallium, one of the most politically powerful but culturally barren worlds of the Union. Your great-great-grandfather was a founding officer of the Stellar Patrol, and for five generations, your family has served in the Patrol. It was always taken for granted that you would sign up as soon as you came of age.

Once you joined the Patrol, you discovered that the exciting career promised in all the Patrol recruitment brochures was nonsense. Your life was drudgery and demerits. The only time you got to see an exotic planet was right after a big parade, when they needed a detail to sweep up all the confetti.

Then came your big moment: shipwrecked on a seemingly deserted world, you met an exuberant robotic companion named Floyd. Together, the two of you discovered the secret of that mysterious planet, Resida, and saved it from near destruction.

As a result of your heroics, you were offered, and quickly accepted, a juicy promotion. Goodbye Ensign Seventh Class -- now you were a Lieutenant First Class! No more scrubwork! No more bathroom details! No more cleaning of the grotch cages! Finally, your life in the Stellar Patrol would be as exciting as those brochures had promised!

Oh, how naive you'd been. Your daily routine simply replaced tedious paperwork for tedious scrubwork. Since your planetfall on Resida, five long years have dragged by, without a single solitary event worthy of note. Why, just look at today's "thrilling" assignment: scooting over to Space Station Gamma Delta Gamma 777-G 59/59 Sector Alpha-Mu-79 to pick up a supply of Request for Stellar Patrol Issue Regulation Black Form Binders Request Form Forms...

3Unnumbered[Sample Transcript and Map]

This transcript is not from 30[Stationfall], but will give you a good general idea of how Infocom's interactive fiction works. It contains some simple puzzles and their solutions. The player's commands appear in capital letters after each prompt (>). The map represents the terrain in the sample transcript as you might have drawn it.

[Diagram #1, the sample transcript map, goes here]

>WAIT
Time passes...

The scooter glides into the station's docking port. The retro-thrusters bring the scooter to a halt. As the docking port fills with air the scooter's hatch opens.

>LOOK
Scooter, in the pilot's couch

You are in the cramped one-man space scooter. Through the viewport, you see the docking port of Space Station BG-12. The scooter's hatch is open.

You can see a toolbox here.

>OPEN THE TOOLBOX

You can't reach it from the pilot's couch.

>STAND UP

You are standing again.

>OPEN THE TOOLBOX

It's locked.

>LEAVE THE SCOOTER

Docking Port

This is the huge docking port of the space station. Only one ship is here at the moment, a one-man scooter, so the docking port seems unusually empty. A tube leads down toward the heart of the station.

>DOWN

Main Hallway, Sector M

This is the station's main corridor, which continues to port and starboard. A tube leads up toward the docking port.

>STARBOARD

Main Hallway, Sector N

This is the station's main corridor, which continues to port and starboard. A room lies to fore, and a tube leads down to the next level of the station.

Lying at the base of the wall is a key.

>TAKE THE KEY

Taken.

>EXAMINE IT

The key looks like one of those new all-purpose keys that molds itself to any lock. A typical example of Gerfoogian ingenuity.

>FORE

Sick Bay

Like the rest of the station, the medical facility is deserted. This is odd, for regulations require that the sick bay be staffed around the clock, ten chrons a day! The only exit is aft.

At the far end of the room, inside a steel cage, is a Thoosian Fussbudget, apparently asleep.

>WAKE THE FUSSEUDGET

It jumps to its feet, all twelve of them. "Hey, what's going on? Who are you? Lemme outta here!"

>OPEN THE CAGE

The cage is locked.

"Open the cage!" begs the Fussbudget, clawing at the bars. "I'm claustrophobic! I'll starve to death! I wanna go jogging!"

>UNLOCK THE CAGE WITH THE KEY

This seems to be one of those new sophisticated all-purpose-key-proof locks.

"Break the bars! Get an acetylene torch! Find a teleporter! I've got an appointment with my lawyer in five minutes! I'm allergic to cages!" The Fussbudget begins sneezing wildly.

>AFT.PORT.UP.ENTER THE SCOOTER.UNLOCK THE TOOLBOX WITH THE KEY

Main Hallway, Sector N

Main Hallway, Sector M

Docking Port

You are beginning to get hungry.

Scooter

You can see a toolbox here.

The toolbox is now unlocked.

>OPEN THE TOOLBOX

Opening the toolbox reveals an identity bracelet, a hacksaw, and a tube of nutrient paste.

>TAKE ALL FROM THE TOOLBOX

[I don't know the word "toolbox."]

>GOPS TOOLBOX

identity bracelet: Taken.

hacksaw: Taken.

tube of nutrient paste: You're carrying too much weight already.

>INVENTORY

You are carrying a hacksaw, an identity bracelet, a key, and a box of radioactive isotopes. You are wearing a Patrol uniform.

>DROP ALL BUT THE HACKSAW AND THE BRACELET THEN TAKE THE TUBE

key: Dropped.

box of radioactive isotopes: Dropped.

Patrol uniform: You'll have to remove it first.

Taken.

You are now quite hungry.

>EAT THE PASTE

Mmmm...one of your favorites...anchovies and peanut butter. You empty the entire tube, and your hunger dissipates.

>OUT.DOWN.STARBOARD.FORE

Docking Port

Main Hallway, Sector M

Main Hallway, Sector N

Sick Bay

"It's about time you got back. You think it's fun being locked in a cage? What if there was a fire?"

>CUT THE BARS WITH THE HACKSAW

You cut through one of the bars. The Fussbudget sticks its head through the gap. "Come on, cut some more! I'm almost out...do you think these edges where you cut the bars are sharp?"

>AGAIN

You cut a second bar. The Fussbudget squeezes through and leaps to the floor. "Thanks, bud. By the way, I'm a Fussbudget." It hops across the room and pokes four or five eye stalks cautiously through the doorway. "Where is everyone? Hey, that looks like a tube of nutrient paste you've got there."

>GIVE THE TUBE TO THE FUSSBUDGET

The Fussbudget grabs the tube, wildly squeezes it with all six hands, and then throws it to the deck. "Empty! If I don't eat something soon I'll get sick."

>AFT

Main Hallway, Sector N

The Fussbudget gangles after you.

>PORT

Main Hallway, Sector M

The Fussbudget gangles after you.

>PORT

Main Hallway, Sector L

This is the station's main corridor, which continues to port and starboard. Rooms lie fore and aft.

The Fussbudget gangles after you. It suddenly notices your identity bracelet. "Hey, a bracelet. If you gimme it, I can get us lotsa food, whaddya say, huh?"

>GIVE BRACELET TO FUSSBUDGET

The Fussbudget grabs the bracelet and dashes forward.

>FORE

You bounce off the invisible security barrier.

Within the room, you can see the Fussbudget, wearing the bracelet, greedily devouring a whole crate of Mondoweed fruits.

>FUSSBUDGET, GIVE ME THE BRACELET

Without looking up or pausing for a second, the Fussbudget tosses you the bracelet.

>PUT ON THE BRACELET

You are now wearing the bracelet.

>FORE

Store Room

This is a small storage room of some sort. A hallway lies aft.

You can see an adapter plug here.

The Fussbudget is just shoving the last few fruits into its huge mouth. "All the food is gone," it says with its mouth full. "Where am I gonna sleep tonight?"

>AFT.AFT

Main Hallway, Sector L

The Fussbudget gangles after you.

Director's Office

This is the office of the station manager. It is simply furnished, with a file cabinet and a desk. There's an electrical outlet on one wall.

Sitting on the desk is a portable computer and a slip of paper.

The Fussbudget gangles after you.

>READ

[What do you want to read?]

>SLIP OF PAPER

[taking the slip of paper first]

"Buy milk. Dentist at 2300. New password is 133."

>TURN ON THE PORTABLE COMPUTER

Nothing happens.

The Fussbudget shivers. "Does it seem chilly in here? I hate drafty places." A look of concern crosses its face. "Do you think the heating units have failed?"

>EXAMINE THE COMPUTER

The portable computer has a screen, a keyboard, and a power cord. The screen is blank.

>PLUG THE POWER CORD INTO THE ELECTRICAL OUTLET

The cord ends in a nine-prong plug, but the outlet will only accept five-prong plugs.

>FORE.FORE

Main Hallway, Sector L

Store Room

The Fussbudget is snoring loudly in the corner.
You can see an adapter plug here.

>TAKE

[the adapter plug]

Taken.

>EXAMINE IT

the adapter seems designed to fit nine-prong plugs into five-prong outlets.

>AFT.AFT.PLUG THE ADAPTER INTO THE SOCKET.PLUG THE CORD INTO THE ADAPTER.

Main Hallway, Sector L

Director's Office

Sitting on the desk is a portable computer.

Done.

Done.

>TURN ON THE COMPUTER

The computer beeps and the screen lights up, saying, "Please type password."

>TYPE "133"

The screen says "Password accepted. Type 7 for memo file. Type 11 for correspondence file."

>TYPE 7

The last page of the memo pad appears on the screen:

"22-Bozbar. All personnel have teleported down to the planet. I will be joining them in a chron or so, but I wanted to say goodbye to this old station; it's too bad we couldn't stop that reactor build-up. By the way, the latest reading for Critical is 6900."

>TIME

Adjusted Galactic Standard Time is exactly 6897.

>FORE

Main Hallway, Sector L

Suddenly, a giant fireball engulfs the entire station.

**** You have died ****

Your score is 9 points out of a total of 80, in 22 moves. This gives you the rank of pot scrubber.

Heading[About the Author]

Steve Meretzky (1957-) was born and raised in Yonkers, NY, where his early hobbies included rooting for the New York Mets and against Richard Nixon.

Historians of interactive fiction point to Meretzky's first job, packing nuts and bolts for his father's hardware business, as the formative moment of his writing career. Most others think that there's absolutely no connection, and that all historians of interactive fiction are fruitcakes.

Meretzky arrived at the Massachusetts Institute of Technology in September of 1975 to pursue a career in architecture. MIT's Department of Architecture convinced Meretzky that he should pursue a career in Construction Management. Following his unexpected graduation, several construction firms convinced Meretzky that he should pursue a career as a game tester for Infocom. Finally, by 1982, Marc Blank had convinced Meretzky that he should pursue a career as an author of interactive fiction ("implementor" in Infocom lingo).

While at Infocom, a heart-warming inter-office romance blossomed between Steve and the Sales Department's Elizabeth Rock. Married since September of 1985, Steve and Betty have no children, but they do have a garage door opener that they're very proud of.

Other works of interactive fiction by Steve Meretzky:

Verbatim[

[U[Planetfall]] (1983)

[U[Sorcerer]] (1984)

[U[The Hitchhiker's Guide to the Galaxy]] (1984) (with Douglas Adams)

[U[A Mind Forever Voyaging]] (1985)

[U[Leather Goddesses of Phobos]] (1986)]

Unnumbered[SECTION II: ABOUT INFOCOM'S INTERACTIVE FICTION]

Heading[An Overview: What is interactive fiction?]

Interactive fiction is a story in which YOU (you) are the main character. Each interactive story, such as [U[Stationfall]], presents you with a series of locations, items, characters, and events. You can affect the direction of the story by moving from place to place, using the objects you find, and interacting with the other characters.

An important element of interactive fiction is puzzle-solving. Think of a locked door or a ferocious beast not as a permanent obstacle, but merely as a puzzle to be tackled. (Find the key that unlocks the door, or figure out what tune will charm and tame that beast.)

In [U[Stationfall]], time passes only in response to your input. Nothing happens until you type a sentence and press the RETURN (or ENTER) key, so you can plan your turns as slowly and carefully as you want.

In the story, time is kept in millichrons, the galactic standard. A thousand millichrons make up one chron, and ten chrons make up one day. In addition to keeping track of the time, [U[Stationfall]] measures your progress by giving you a score. You'll get points for solving puzzles and for reaching new locations. A perfect score of 80 is your goal: making sure you have fun getting there is ours.

Unnumbered[Starting and Stopping]

@U{Starting the story}: To load @U{Stationfall}, follow the instructions on the Reference Card in your package.

On your screen, you will see a description of the opening location of the story, Deck Five, followed by the prompt (>), indicating that @U{Stationfall} is waiting for your first input.

Here are a few inputs for you to try at the first several prompts. After typing each input, don't forget to hit the RETURN (or ENTER) key.

```
@Verbatim[
>INVENTORY
>EXAMINE THE PATROL UNIFORM
>WALK STARBOARD
>DROP THE CHRONOMETER]
```

You should now have a feel for interacting with the story. @U{You} decide what to do next.

@U{Saving and restoring}: It will probably take you many days to complete @U{Stationfall}. Using the SAVE feature, you can continue the story at a later time without having to start over from the beginning, just as you can place a bookmark in a book you are reading. Even if you aren't about to stop playing, it's useful to SAVE before (or after) trying something dangerous or tricky. That way, even if you get lost or "killed" in the story, you can return to your saved position.

To save your place, type SAVE at the prompt (>), and then press RETURN (or ENTER). Then follow the instructions for saving and restoring on your Reference Card. Some computers require a blank SAVE disk, initialized and formatted. Using a disk with data on it (other than @U{Stationfall} saves) may result in the loss of that data, depending on your computer. You can save your position as often as you like by using additional blank disks.

Any time you want to return to a saved position, just type RESTORE at the prompt (>), and hit RETURN (or ENTER). Then follow the instructions on your Reference Card. You can then continue the story from your save. You can type LOOK for a description of where you are.

@U{Quitting and restarting}: If you want to start over from the beginning, type RESTART and press the RETURN (or ENTER) key. (This is usually faster than re-booting.) @U{Stationfall} will ask you to confirm this command.

If you want to stop entirely, type QUIT and press RETURN (or ENTER). Once again, @U{Stationfall} will ask to make sure this is really what you want to do.

Remember: when you RESTART or QUIT, you must SAVE if you ever want to return to your current point in the story.

Unnumbered[Communicating with Infocom's Interactive Fiction]

In @U{Stationfall}, you type your commands in plain English each time you see the prompt (>). Most of the sentences that @U{Stationfall} will understand are imperative sentences. See the examples below.

When you have finished typing your input, press the RETURN (or ENTER) key.

@U[Stationfall] will then respond, telling you whether your request is possible at this point in the story, and what happened as a result.

@U[Stationfall] recognizes your words by their first six letters, and all subsequent letters are ignored. For example, @U[Stationfall] would not be able to distinguish between SPACESHip, SPACESuits, and SPACESickness.

To move around, just type the direction you want to go. Directions can be abbreviated: NORTH to N, SOUTH to S, EAST to E, WEST to W, NORTHEAST to NE, NORTHWEST to NW, SOUTHEAST to SE, SOUTHWEST to SW, UP to U, and DOWN to D. IN and OUT will also work in certain places.

@U[Stationfall] understands many different kinds of sentences. Here are examples, using objects and characters that don't actually appear in @U[Stationfall]:

@Verbatim[

>WALK TO THE NORTH

>WEST

>NE

>DOWN

>TAKE THE METEORITE

>OPEN THE HATCH

>READ THROUGH THE MANUAL

>LIE DOWN IN THE ACCELERATION COUCH

>EXAMINE THE SHINY LASER RIFLE

>PUT THE POWER PACK IN THE RIFLE

>SHOW MY ANTENNAE TO THE ALIEN AMBASSADOR

>SHOOT THE MENACING ALIEN WITH THE SHINY LASER RIFLE

>ASK THE SENTIENT CRAB ABOUT THE ELECTRON MICROSCOPE

You can use multiple objects with certain verbs if you separate them by the word AND or by a comma. Some examples:

@Verbatim[

>TAKE THE MEGAFUSE AND THE TANGERINE

>DROP THE BOTTLE OF ARGON, THE SPOON, AND THE LEMMING FOOD

>PUT THE MATTER AND THE ANTI-MATTER IN THE BOX

You can include several inputs on one line if you separate them by the word THEN or by a period. Each input will be handled in order, as though you had typed them individually at separate prompts. For example, you could type all of the following at once, before pressing the RETURN (or ENTER) key:

@Verbatim[

>PUSH THE BUTTON. ENTER THE SPACE SCOOTER THEN SHUT THE HATCH

If @U[Stationfall] doesn't understand one of the sentences on your input line, or if an unusual event occurs, it will ignore the rest of your input line.

>TYPE "520"J

[UCStationfall] tries to guess your intention when you give incomplete information. When it does so, it will tell you. For example:

>Verbatim[

>UNLOCK THE CONTROL PANEL

(with the key)

The panel is now unlocked.

or

>SHOOT THE SEVEN-HEADED PURPLE ALIEN

(with the seven-headed purple alien gun)

A bolt of energy vaporizes one of the alien's heads. Unfortunately, it continues to advance, and there isn't a six-headed purple alien gun in sight.]

If your command is ambiguous, [UCStationfall] will ask you to clarify. You can answer these questions simply by supplying the missing information at the very next prompt. For example:

>Verbatim[

>SHOW THE HOLOGRAM

Who do you want to show the hologram to?

>THE BUG-EYED MONSTER

The monster takes one look at the hologram of the slime pits of its homeworld, has an acute attack of homesickness, and runs off in search of a travel agent.

or

>GIVE THE MELON TO THE ALIEN

Which melon do you mean, the honeydew melon or the moldy Venusian melon?

>MOLDY

The alien, grateful for such a delicious homeworld delicacy, gives you its time travel belt.

Unnumbered[Special Commands]

Below are explanations for a number of useful one-word commands. In many cases, these will not count as a turn. Type the command after the prompt (>) and press the RETURN (or ENTER) key.

AGAIN - This will repeat your previous input. For instance, typing SHOOT THE LASER AT THE RADIUM-POWERED ROBOT then typing AGAIN would be like trying to kill the robot twice in a row. You can abbreviate AGAIN to G.

BRIEF - This command tells [UCStationfall] to fully describe a location only the first time you enter it. On subsequent visits, [UCStationfall] will tell you only the name of the location and any objects present. [UCStationfall]

will begin in BRIEF mode, and remain in BRIEF mode unless you use the VERBOSE or SUPERBRIEF commands. SUPERBRIEF tells @UCStationfall1 to display only the name of a place you have entered, even if you have never been there before. In this mode, @UCStationfall1 will not even mention which objects are present. Of course, you can always get a full description of your location and the items there by typing LOOK. In SUPERBRIEF mode, the blank line between turns will be eliminated. This mode is meant for players who are already familiar with the geography. The VERBOSE command tells @UCStationfall1 that you want a complete description of each location, and the objects in it, every time you enter a location, even if you've been there before.

DIAGNOSE - @UCStationfall1 will give you a report of your physical condition.

INVENTORY - @UCStationfall1 will list what you are carrying and wearing. You can abbreviate INVENTORY to I.

LOOK - This will give you a full description of your location. You can abbreviate LOOK to L.

DEPS - If you mistype a word, such that @UCStationfall1 doesn't understand it, you can correct yourself at the next prompt by typing DEPS and the correct word. For example, if you typed HAND THE CHAIN SAW TO GARNDMA and were told "I don't know the word 'garnDMA'" you could type DEPS GRANDMA rather than retyping the entire sentence.

QUIT - This lets you stop. If you want to save your position before quitting, follow the instructions in the "Starting and Stopping" section on page N. You can abbreviate QUIT to Q.

RESTART - This stops the story and starts it over from the beginning.

RESTORE - This restores a previously saved position. See "Starting and Stopping" on page N for more details.

SAVE - This puts a "snapshot" of your current position on your storage disk. You can return to a saved position in the future using the RESTORE command. See "Starting and Stopping" on page N for more details.

SCRIPT - This command tells your printer to begin making a transcript of the story. A transcript may aid your memory, but is not necessary, and will work only on certain computers. Read your Reference Card for details.

STATUS - This command gives you the following information: your current mode of descriptiveness, your score, a ranking based on that score, and the current time in the story. Note that your score and the time can also be found on your status line at the top of the screen.

SUPERBRIEF - This command tells @UCStationfall1 to give you the sparest level of descriptiveness. See BRIEF above.

TIME - Will give you the current time in the story.

UNSCRIPT - This tells your printer to stop making a transcript.

VERBOSE - This command tells @UCStationfall1 to give you the wordiest level of descriptiveness. See BRIEF above.

VERSION - @UCStationfall1 responds by showing you the release number and the serial number of your copy of the story. Please include this information if you ever report a "bug" in the story.

WAIT - This will cause time in the story to pass. Since nothing in the story happens until you type a sentence and press RETURN (or ENTER), you could leave your computer, take a trip to Rigel Seven, then return to the story to find that nothing has changed. You can use WAIT to make time pass in the story without doing anything. For example, if you met an alien robot, you might WAIT to see if it will say anything; if you were aboard a moving space scooter, you might WAIT to see where it goes. You can abbreviate WAIT to Z.

@Unnumbered[Tips for Novices]

1. Draw a map. It should include each location and the connections to adjoining locations. When you find yourself in a new place, make note of any interesting objects there. (See the small sample map that goes along with the sample transcript on page N.) Remember, there are 10 possible directions (NORTH, SOUTH, EAST, WEST, NORTHEAST, NORTHWEST, SOUTHEAST, SOUTHWEST, UP, and DOWN) plus IN and OUT.

2. EXAMINE all objects you come across in the story.

3. TAKE and carry as much as you can carry. Most objects that you find are important for solving one or more of the puzzles you'll run into.

4. SAVE your place often, so that if you mess up or get "killed," you won't have to start over from the beginning. See page N for instructions.

5. Read the story carefully! There are often clues in the descriptions of locations and objects.

6. Try everything you can think of -- even strange or dangerous actions are fun and may provide clues; you can always save your position first. Here's a silly example:

@Verbatim[

>GIVE THE BASKETBALL TO THE LION

The lion takes an experimental bite out of the basketball but spits it out. It continues to gnaw on your leg.]

Thus, you discover that maybe giving something more edible to the lion (that slab of raw meat?) might save your leg.

7. There are many possible routes to the end of @UCStationfall]. If you get stuck on one puzzle, move on to another. Some puzzles have more than one solution; other puzzles don't need to be solved at all. Sometimes you will have to solve one puzzle in order to obtain the item(s) or information you need to solve another puzzle.

8. Play @UCStationfall] with a friend! As the dual-brained worm beasts of Nebulon are fond of saying, "Two heads are better than one."

9. If you get completely stumped, you can order a hint booklet and map using the order form in your package. You don't @U{need} this booklet to enjoy the story, but it will help you to solve the puzzles.

10. Read the sample transcript on page N to get a feel for how interactive fiction works.

11. You can word a command in many different ways. For example, if you wanted to make a wish, you could type in any of the following:

@Verbatim[

>DROP THE COIN DOWN THE WISHING WELL

>TOSS THE COIN INTO THE WELL

>PUT COIN IN WELL

If you type a sentence that @UCStationfall] doesn't understand, try rephrasing it or using synonyms. If @UCStationfall] still doesn't understand, you're probably trying something that isn't important for completing the story.

@Unnumbered[Common Complaints]

@UCStationfall] will complain if your input confuses it completely. @UCStationfall] would then ignore any further sentences on your input line. (Certain events, such as being attacked, will also cause @UCStationfall] to ignore any additional sentences on your input line, since the event may have changed your situation drastically.) Some of @UCStationfall]'s complaints:

I DON'T KNOW THE WORD "-----". That word is not in the story's vocabulary. @UCStationfall] recognizes over 800 words, all that you need to use and most that you're likely to use. However, @UCStationfall] uses many words in its descriptions that it will not recognize in your inputs. Thus, you might read, "The moon casts violet shadows across the crater." but discover that @UCStationfall] doesn't understand the words MOON or SHADOW or CRATER in your input. When this happens, you can assume that you don't need to refer to those things to complete the story; they are only there to create a more vivid image of your location.

Sometimes using a synonym or rephrasing will help; more likely, you're just barking up the wrong tree.

YOU USED THE WORD "-----" IN A WAY THAT I DON'T UNDERSTAND. @UCStationfall] knows the word but couldn't use it in that sense. Usually this is because @UCStationfall] knows it as a different part of speech. For example, if you typed GO TO THE LOWER LEVEL, you are using LOWER as an adjective, but @UCStationfall] might know LOWER only as a verb, as in LOWER THE WINDOW SHADE.

THERE WAS NO VERB IN THAT SENTENCE! Unless you are answering a question, each sentence must have a verb (or one of the special commands). Among the most important verbs that @UCStationfall] understands are TAKE, DROP, PUT, GIVE, LOOK, READ, EXAMINE, OPEN, CLOSE, ENTER, EXIT, EAT and WEAR. There are many more. Remember: you can use a variety of preposition with your verbs. (For example, LOOK can become LOOK AT, LOOK INSIDE, LOOK BEHIND, LOOK UNDER, LOOK THROUGH, and so on.)

THERE SEEMS TO BE A NOUN MISSING IN THAT SENTENCE. This usually means your sentence was incomplete, such as EAT THE BLUE or PUT THE BOOK IN THE.

THERE WERE TOO MANY NOUNS IN THAT SENTENCE. An example is CARVE MY INITIALS ON THE TREE WITH THE KNIFE, which has three noun "phrases," one more than @UCStationfall] can digest in a single action.

I BEG YOUR PARDON? You pressed the RETURN (or ENTER) key without typing anything.

YOU CAN'T SEE ANY ----- HERE! The object you referred to was not visible. It may be somewhere else, or it may be present but in a closed container.

THE OTHER OBJECT(S) THAT YOU MENTIONED ISN'T (AREN'T) HERE. You referred to several objects in the same sentence, and at least one wasn't visible.

YOU CAN'T USE MULTIPLE INDIRECT OBJECTS WITH "-----". You can use multiple objects (that is, nouns or noun phrases separated by AND or a comma) or the word ALL only with certain verbs, such as TAKE, DROP, and PUT. For example, EXAMINE will @U(not) work with multiple objects; you couldn't say EXAMINE ALL or EXAMINE THE BOWL AND THE SWORD.

THAT SENTENCE ISN'T ONE I RECOGNIZE. Usually, this means that the syntax (sentence structure) you used is not among the 300 or so syntaxes that @U[Stationfall] understands. For example, SIT UNDER THE TREE and SKIP AROUND THE MAYPOLE are syntaxes that wouldn't be recognized by @U[Stationfall.] There's a limited amount of space in the program, so syntaxes that are less common or not useful aren't included. Try rephrasing the sentence.

@Unnumbered[We're Never Satisfied]

Here at Infocom, we're constantly trying to "push back the envelope" and explore the possibilities of this fledgling medium. Your input is important. If you like or disliked the story, or some section of it, or if you found a bug, or if you think a certain puzzle was too hard or too easy, or if you have some other suggestion, drop us a note! We love every excuse to stop working, and a letter from you is just such an excuse! Write to:

@Verbatim[

Infocom, Inc.
125 CambridgePark Drive
Cambridge, MA 02140
Attn: FLOYD]

@Heading[If You Have Technical Problems]

You can call the Infocom Technical Support Team to report "bugs" and technical problems, but @U(not) for hints to solve puzzles, at (617) 576-3190. If your disk develops a problem within ninety (90) days after purchase, we will replace it at no charge. Otherwise, there is a replacement fee of \$5 (U.S. currency). If you call to report a bug, please provide your release number, which you can find by typing VERSION. Please return your registration card if you'd like to be on our mailing list and receive our newsletter, @U(The Status Line)

@Heading[Copyright and Warranty Information]

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Printed in U.S.A.

3U[Unnumbered[Quick Reference Guide]]

1. To start the story ("boot up"), see the separate Reference Card in your 3U[Stationfall] package.

2. When you see the prompt (>) on your screen, 3U[Stationfall] is waiting for your input. There are four kinds of sentences or commands that 3U[Stationfall] understands:

3U[Verbatim]

A. Directions: To move from place to place, just type the direction you want to go: NORTH, SOUTH, EAST, WEST, NORTHEAST, NORTHWEST,

SOUTHEAST, SOUTHWEST, UP, DOWN, IN, or OUT.

B. Actions: Just type what you want to do. Some examples: READ THE BOOK or OPEN THE DOOR or LOOK THROUGH THE WINDOW or GIVE THE BALL TO THE CAT. More complex sentences are described in "Communicating with Infocom's Interactive Fiction" on page N.

C. Commands to other characters: Talk to characters in the story by typing their name, then a comma, then what you want to say to them. For example: FRED, HI or OLD MAN, GIVE ME THE TROMBONE.

D. Special commands: These give you information, such as INVENTORY, or affect the state of the program, such as VERBOSE. A list of these appears in the "Special Commands" section on page N.]

3. After typing your input, you must press the RETURN (or ENTER) key before BU[Stationfall] will respond.

4. Your screen will display a special line called the status line. It tells you your current location, your score, and the current time (if known).

5. You can pick up and carry many of the items you'll find in the story. For example, if you type TAKE THE TUBE OF JELLY, you will then be carrying it. Type INVENTORY to see what items you have.

6. When you want to stop, save your place in the story, or start over, read "Starting and Stopping" on page N.

7. If you have trouble, refer to the specific section of the manual for more detailed instructions.

p/r



Ontario
Science Centre
Toronto

Centre
des sciences de l'Ontario

770 Don Mills Road
Don Mills, Ontario
M3C 1T3
416/429-4100
Telex: 06-218892
ONTSCICEN TOR

Teams of 3 students each from the following High Schools will be competing in the Marathon of the Minds competition at the Ontario Science Centre March 6 & 7.

"VERBAL
FINAL"

1st Place
9:50 am

2nd Place
11:00 am

50	Acton High School, Acton	44
35	Ancaster High School, Ancaster	35
80	Centennial C.V.I., Guelph	80
80	Glendale Secondary School, Hamilton	80
65	Gloucester High School, Gloucester	61
46	Kenner C.V.I., Peterborough	35
45	La Salle Secondary School, Glenburnie	45
73	Leaside High School, Toronto	71
52	Lisgar Collegiate Institute, Ottawa	45
61	Lorne Park Secondary School, Mississauga	52
50	Markham District High School, Markham	41
57	North Hastings High School, Bancroft	57
31	Preston High School, Cambridge	31
57	Ridgetown District High School, Ridgetown	54
31	Rothwell-Osnaburck School, Ingleside	31
52	Runnymede Collegiate Institute, Toronto	45
44	St. Mary's High School, Cobourg	44
35	St. Stephen's High School, Bowmanville	27
50	Wexford Collegiate Institute, Scarborough	41
50	Woodstock Collegiate, Woodstock	41



MARATHON of the Minds

An overnight computer fiction competition
Friday, March 6 and Saturday, March 7, 1987.

WHAT WILL HAPPEN

March 6

4:00 to 5:00pm Registration at the main entrance.

You will receive instructions along with your survival kit, which contains many surprises. Use this time to read the rules of the game and the rest of the kit material.

5:30 pm Welcome

Dinner will be served.

6:30 pm Question/Answer Period

We will review the material handed out before dinner and INFOCOM staff will answer any questions you may have. They will be available through the whole competition as well.

7:00 pm Competition begins

A computer terminal will be provided for each team to work on their story. The members of your team can work all at once or in different shifts.

9:00 pm The Science Centre closes to the public.

If any of your friends or family are here they will not be allowed to stay through the night. However, they are welcome to return and cheer you on the next day!

11:00 pm Snack Break (15 minutes)

During this time all teams will be required to stop playing and breathe!

March 7

3:00 am Snack Break (15 minutes)

Again, all action stops.

8:00 am Breakfast (one hour)

Brush your teeth, fortify your body and give your eyes and brain a rest.

10:00 am The Science Centre opens to the public.

Your fans and grandma return!

The game ends when someone gets to the end of the story, which will happen sometime in the early afternoon (unless you are a super sleuth!).

Refreshments will be available at all times.

THESE ARE YOUR CONTACT PEOPLE.
YOU MAY WANT/NEED TO TALK TO THEM DURING THE EVENT

Carolyn Clark Rabbior, Public Programs OSC
Mariana Catz, Public Programs OSC
Jennifer Murray, Promotions OSC
Cindy Weiss, Infocom Inc. Representative
Steve Meretzky, author of STATIONFALL

TORONTO MARATHON SCORES

SCHOOL	2:00am	3:00am	5:12am	6:00am	7:00am	9:15am	10:15am	Final
Acton	24	24	27	27	34	37	44	50
Ancaster	8	17	28	28	28	35	35	35
Centennial	23	(34)	(52)	53	52	(71)	(80)	(80)
Glenvale	(23)	32	43	(54)	(57)	57	57	(30)
Gloucester	21	21	32	(54)	54	61	61	65
Kenner	14	21	21	32	32	32	35	46
La Salle	8	(11)	(11)	21	28	38	38	45
Leaside	(5)	22	44	44	44	57	71	73
Lissgar	11	17	25	32	35	45	45	52
Lorne	21	(34)	34	34	34	45	52	61
Markham	21	31	41	41	41	41	41	50
N. Hastings	17	22	40	40	40	45	51	57
Preston	21	21	31	31	31	31	31	(31)
Pidgetown	17	22	28	28	38	44	54	57
Portwall	8	(11)	17	28	28	31	31	(31)
Runnymede	21	(34)	34	45	45	45	45	52
St. Mary's	11	(11)	(11)	(17)	29	34	44	44
St. Stephen's	24	24	24	24	(24)	(24)	(27)	35
Wexford	11	(11)	21	28	28	37	41	50
Woodstock	21	21	31	31	31	31	41	50
AVERAGES:	17.4	23.5	30.2	34.7	36.7	42.6	46.2	52.2

NOTES: 1) The final scores were verbally reported at an assembly of all the entrants. Therefore, these figures just might be inflated.

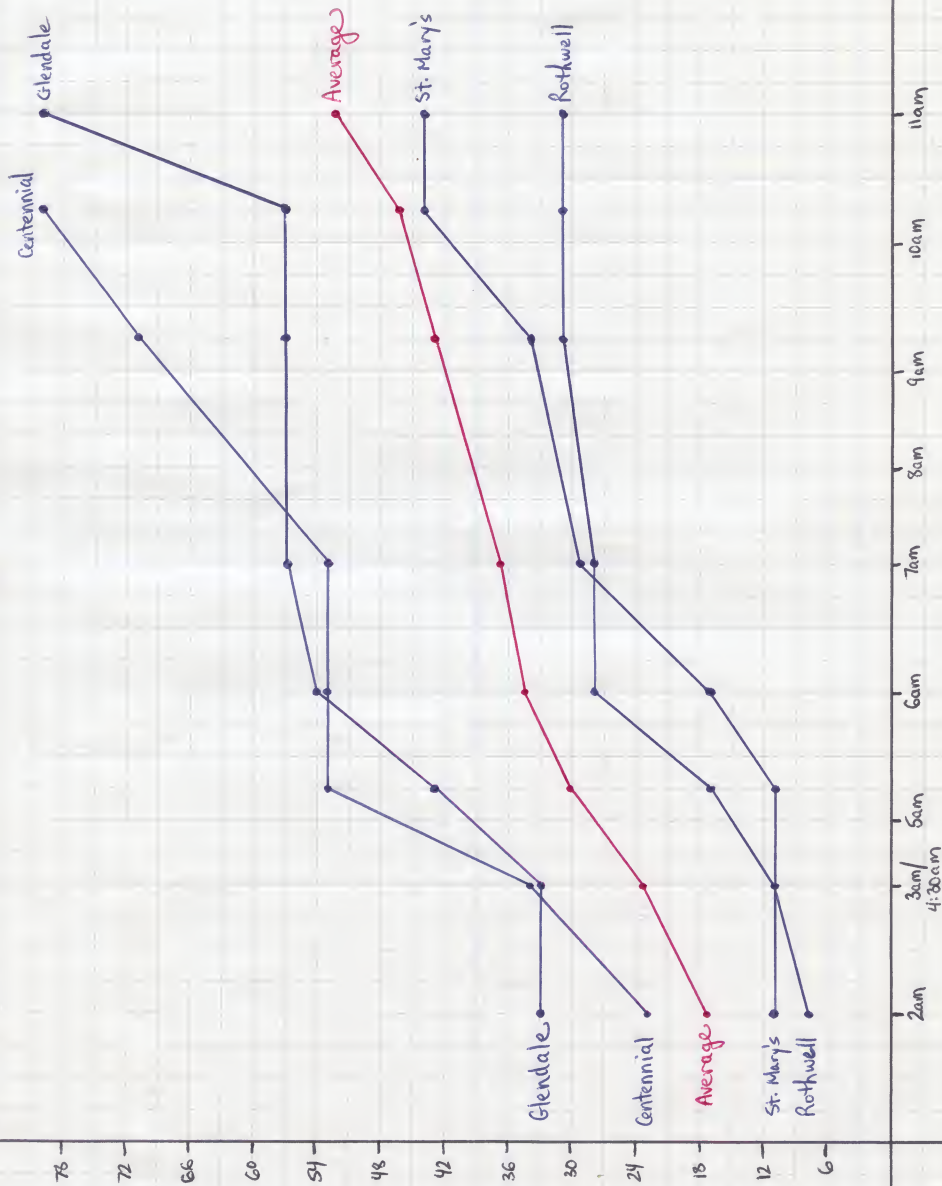
2) A ninety minute break was held between approximately 3:00am and 4:00am.

3) A thirty minute break was held between approximately 7:45am and 8:15am.

4) Centennial was the first team to finish, at 9:50am. Glenridge was the second team to finish, at 11:00am.

() low score

() high score



TIME (with breaks omitted -- 3:00am to 4:30am, 7:45am to 8:15am)

PLANETFALL

Floyd is back in the neoford sequel to Planetfall!

When the results came in from the recent Status Line poll, high on the list of favorite Infocor games was Steve Meretzky's Planetfall. We weren't surprised. Planetfall has long been popular with interactive fiction fans. And Floyd, your mischievous robot companion in the game, easily takes the prize for best-loved Infocor character.

Planetfall is also a favorite of reviewers and critics. Meretzky won a Best Computer Software Designer award for Planetfall in 1983, and additional awards include Best Adventure Game of 1983 from InfoWorld. One reviewer mirrored the enthusiasm of many when he said, "Planetfall is just about worth the purchase of a computer."

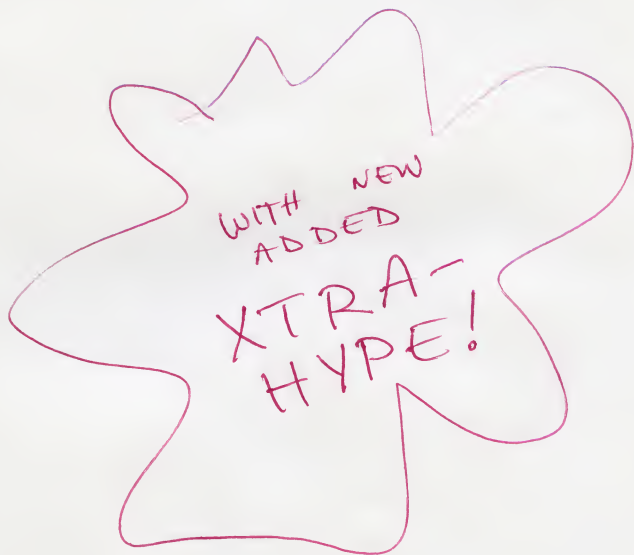
Steve Meretzky has received countless requests for a sequel to Planetfall. Now he has made everyone happy by writing Missionfall, the new interactive story from Infocor.

All the elements that made Planetfall one of Infocor's best-loved games are here in Missionfall: the ever-efficient Stellar Patrol, the comical character and situations, the amazing tools and machines of the future, the ingenious puzzles, and the misbehaving little robot Floyd. Although Planetfall fans will delight in meeting old friends, it's not necessary to have played one game to enjoy the other.

At the start of Missionfall, you're still enlisted in the Stellar Patrol. You heroics in saving the planet Reside in Planetfall earned you a promotion to Lieutenant First Class, but that was five long years ago and since then nothing

Steve - Here's a new,
Extra-hype, low-on-
details version of
the status line article.
What do you think?

Eliz.



has changed at all. You've merely gone from being a scrubworker to a paperpusher.

And today promises to be just as boring as every other day. You're being sent to a nearby space station to pick up a supply of Request for Stellar Patrol Issue Regulation Blank Form Binders Request Form Forms.

But wait...all is not lost. By a happy twist of fate, your companion for the journey turns out to be your old pal Floyd! That's right, it's the very same mischievous little robot who was your playful buddy in Plansifall.

With Floyd and his raddledrill set in tow, you're soon on your way to the space station. As you can see from your packet of blueprints, the station has nine levels of offices and living spaces, not to mention a huge plant for printing Stellar Patrol forms. Not included on the official blueprints, but fully visible from your spacetruck, is the space village, a seedy cluster of tubes, bubbles, and discarded rockets which has grown up around the space station in blatant violation of all Stellar Patrol regulations.

From the moment you arrive at the station, you can tell something is wrong. For one thing, no one's there to meet you. In fact, the whole place is deserted, save for an ostrich, an Arcadian balloon creature, and a brainy robot named Plato. As you explore the station and the derelict village, you find even more to worry you.

A creepy alien thing carrying only an empty pedestal rests in a docking bay. The commander's log describes the mysterious breakdown of machinery, demonstrated by a roving hull-welder who nearly does you in. And finally even Floyd begins acting odd...

To prepare you for your important position on the Paperwork Task Force of the

arker to a

You're being sent
Stellar Patrol

companion for the
it's the very same
itfall.

r way to the space
station has nine
ant for printing
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cluster of tubes,
space station in

thing is wrong.

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, and a brainy

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a docking bay.

achinery,

And finally even

Task Force of the

Stellar Patrol, the Starship package includes your three assignment forms, a set of blueprints for a Gamma-Delta-Gamma Class deep space station, and an official sew-on Stellar Patrol patch. The package also contains a coupon which you can send in to get Starship for only \$14.95. This is an exclusive offer only available with the coupon.

Starship will be available in June for a wide variety of personal computers, including Apple II series and Macintosh, Atari XL/XE and ST series, Commodore 64/128 and Amiga, and IBM PC series and MS-DOS compatibles. The suggested retail price is \$24.95 for Atari XL/XE and Commodore 64/128 and \$39.95 for all other systems.

assignment forms, a
station, and an
contains a coupon which
an exclusive offer

personal computers,
series, Commodore

The suggested
and \$39.95 for all

KEYED POINTS ABOUT STATIONFALL

* return to Planetfall

* return Of Flago, Interactive Fiction's most lovable character

* Planetfall will probably be the most popular story ever, after Dark 7, according to a poll of Infocom fans

* set five years after Planetfall

* set aboard a deserted space station whose machinery has run wild

* another exciting adventure in which the survival of not merely a planet but an entire galactic civilization rests in your hands

* like Planetfall, a lot of humor and a lot of heart

* package elements:

an Assignment Completion Form IX-17-F

a Robot Use Authorization Form J2-55-C

a Class Three Spacecraft Activation Form H2-54-V

a set of nine Stellar Patrol Deep Space Station blueprints, Gamma Delta Gamma class, with holding pouch

a Stellar Patrol sew-on cloth patch

* some of the characters and locations in Stationfall:

Risto, a well-read, calm, a somewhat polite but chilly

friendly super-villain, with a balloon and a diving suit and

sideburns and a very nice killer and quick doctor...

an Antaresian Balloon Creature, filled with hydrogen to float, doubtly powered of fire, propelled around by farting

An easily-distressed sex astronaut

PLANETFALL awards:

1983 Video Review Award for Best Computer Software Designer

1984 Award of Merit at the Summer CES Software Showcase

1984 Computer Games Magazine Golden Floppy Award for
Excellence for Best 100-Text Adventure of the Year

PLANETFALL reviews:

"PLANETFALL stands as Infocom's first full-fledged piece of comedy -- a first for which Maritzky can't get enough praise. The invention of the robot sidewalk, Floyd, was a stroke of genius. PLANETFALL is fun and funny stuff."

Video Review
December 1983
(Michael Blanchet)

"PLANETFALL is as charmingly, funny, relaxing, and entertaining
a game as you are likely to find anywhere."

Creative Computing
December 1983
(Monte Schulz)

"PLANETFALL is just about worth the purchase of a computer. No kidding. The reason: you know that if someone can come up with something as intriguing and beautiful as PLANETFALL, then computers really are more than expensive paperweights. PLANETFALL's not new, but it has the attractive merit I fear I will make it a classic."

Synopsis Magazine
December 1984
(David Dawson)

"From the absurd you spend the package to this gallicking outer space adventure you know you are in for a good time, and the fun never lets up. If all the Infocom text adventures we've played so far, PLANETFALL is the total combination of brain-testing and satisfaction."

Computer Fun
April 1984
(George Kopp)

"Authored by Steven Maritzky, an obvious madman."

Home Viewer
November 1983

"Infocom has another winner with PLANETFALL. The lawn, the driveway and the family may just have to wait."

Microcomputing
April 1984
(Ken Sheldon)

"...vastly underrated..."

WISCONSIN
February 1987
Larry Huston

PLAYSTFALL Fan Mail:

"I would have to say, that PLAYSTFALL has been the best adventure game I have ever played. Play's constant playfullness often helped relieve the stress on some of the tougher situations. I would rate this game 9.99 out of 10."

-- Daniel J. Cox, Fitchburg MA, Age 13 (as of ???)

"PLAYSTFALL is the best game ever...please please please please please please make a sequel!"

-- Frank Taverni, Philadelphia PA, Age 13 (as of 5/85)

"I just want to say you guys are disgustingly clever...thank you for giving us a lot of laughs...I'm trying to avoid saying anything particularly nice about PLAYSTFALL because I don't want to be quoted in your ad...if PLAYSTFALL is typical of your work, you are doing a mind-bogglingly hilarious job."

-- L. Chris Mayotte, Greeley CO

"This game out of all the Infocom games had to be my favorite because you established a character and became a very big part of the game and now the game goes on if it was missing something without him."

-- Justin Brown, New York NY

"I found PLAYSTFALL to be a wonderfully written, continuously amusing delight."

-- David V. Mackinn, Toronto, Ontario, Canada

"After multi-week parties would have been enough for us, but nope...you threw in unbelievable adventures, a great plot, having to eat and sleep, and a very funny situation to start!"

-- Linda Maljones, 51 Year TV, Age 16 (as of 4/84)

"Infocom, you have truly outdone yourself!!! I worship this game. You have given a few minutes to excitement!!!!"

-- Nicholas Brady, West Washington NY, Age 13 (as of 10/82)

"This was definitely the most enjoyable (and emotional) game I have ever played. I have given up on text at the computer before."

-- Jack Rigole, St. Lucia, Queensland, Australia

Steve, this is the actual size.
The paddleball isn't
very big.

Dubhie

FLOYD
PADDLEBALL

STATIONBALL™

INFOCOM

SOMEBODY AT INFOKOM ASKED
FLOYD TO RITE THIS! FLOYD SED
SURE! EVEN THOUGH FLOYD
NOT SO GUD AT WRITING.

ANYWAY, YOU CUM WITH FLOYD
ON NEW ADVENTURE FROM
INFOKOM OKAY? YOU MEET
OLD FRENDS (LIKE FLOYD)
AND MAKE NEW FRENDS (LIKE
PLATO). AND BEST OF ALL,
WE GET TO PLAY MORE
HIDER-AND-SEEKER! YAY!

— FLOYD

heads to be Floyd - speak

Newz Release

405pace station.

Come with Floyd on adventure! Meet new ^{gold} friendz -- like Floyd +
new friends like Plato. See bird with long neck. Battle crazy machines.

~~Black Ops - Military Sec~~ Floyd ~~sez~~ let's go!

say

BACK BY POPULAR DEMAND!

Cambridge, MA -- Over the last five years, Infocom has received countless requests for a sequel to PLANETFALL. Now, author Steve Meretzky has pleased everyone by bringing back Floyd -- interactive fiction's best[^] loved character -- in STATIONFALL.

The unforgettable^{te} robot who made readers laugh, cry and cheer joins you for an adventure in which the survival of the entire galaxy rests in your hands.

Even if you never played PLANETFALL you will enjoy STATIONFALL; it shares the evocative prose, humor, and intellectual challenge that characterize all of Infocom's stories. And Floyd will win your heart.

In STATIONFALL, you are enlisted in the Stellar Patrol. Your heroics in PLANETFALL earned you a promotion from...
[You have been promoted from] Ensign Seventh Class to Lieutenant First ^Glass -- on the paperwork task force. Your life is as tedious as ever. Today appears to be no

exception ... until you find that the companion for your next journey is the mischievous, playful Floyd.

these references are meaningless unless you tell what your assignment is.

From the moment you arrive at the space station, you realize that this is not to be a routine mission. The place is deserted, save for an ostrich, an Arcturian balloon creature, and a brainy robot named Plato. The captain's log describes a sudden breakdown of machinery, and finally even Floyd begins acting oddly...

To prepare you for your important position with the Stellar Patrol, the Stationfall package includes your three assignment forms, a set of blueprints for a Gamma-Delta-Gamma class deep space station, and an official sew-on Stellar Patrol patch. The package also contains a coupon which you can send in to get Planetfall for only \$14.95 -- an exclusive offer only available with the coupon.

cap

caps

cap

STATIONFALL is Meretzky's sixth interactive fiction release. His previous successes include Hitchhiker's Guide to the Galaxy (co-authored by Douglas Adams), LEATHER GODDESSES OF PHOBOS, and PLANETFALL, for which he received an award for Best Computer Software Designer.

cap

The program will be available in late June for a wide variety of computers, including Apple II series and Macintosh, Atari XL/XE and ST series, Commodore 64/128 and Amiga, IBM PC series and MS-DOS compatibles. The suggested retail price is \$34.95 for Atari XL/XE and Commodore 64/128 and \$39.95 for all other systems.

? Mid ?

SUMBODY AT INFOKOM
ASKED FLOYD TO RITE
THIS AND FLOYD SED
SURE!!!

YOU CUM WITH FLOYD
ON NEW ADVENTURE
FROM INFOKOM, OKAY?
YOU MEET OLD FRIENDZ
(LIKE FLOYD) AND MAKE
NEW FRIENDZ (LIKE
PLATO). AND BEST
OF AWL, WE GET
TO PLAY MORE HIDER-
AND-SEEKER! YAY!!!
—FLOYD

SUMBODY AT INFOKOM
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THIS AND FLOYD SED
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PLATO). AND BEST
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TO PLAY MORE HIDER-
AND-SEEKER! YAY!!!

—FLOYD



Infocom, Inc., 125 CambridgePark Drive, Cambridge, MA 02140
(617) 492-6000

News Release

Contact: Cindy L. Weiss
617/492-6000

BACK BY POPULAR DEMAND!

Cambridge, MA (April 23, 1987) -- Over the past three years, Infocom has received countless requests for a sequel to **PLANETFALL**. Now, author Steve Meretzky has pleased everyone by bringing back Floyd -- interactive fiction's best-loved character -- in **STATIONFALL**.

The unforgettable robot who made readers laugh, cry and cheer joins you for an adventure in which the survival of the entire galaxy rests in your hands.

Even if you never played **PLANETFALL** you will enjoy **STATIONFALL**; it shares the evocative prose, humor and intellectual challenge that characterize all of Infocom's stories. And Floyd will win your heart.

In **STATIONFALL**, you are enlisted in the Stellar Patrol. Your heroics in **PLANETFALL** earned you a promotion from Ensign Seventh Class to Lieutenant First Class -- on the paperwork task force. Your life is as tedious as ever. Your assignment for today: travel to a nearby space station and pick up a supply of trivial forms. What a bore! Until you find that your companion for the journey is the mischievous, playful Floyd!

- more -

From the moment you and Floyd arrive at the space station, you realize that this is not to be a routine mission. The place is deserted, save for an ostrich, an Arcturian balloon creature and a brainy robot named Plato. The captain's log describes a sudden breakdown of machinery and finally even Floyd begins acting oddly...

To prepare you for your important position on the paperwork task force of the Stellar Patrol, the STATIONFALL package includes your three assignment forms, a set of blueprints for a Gamma-Delta-Gamma class Deep Space Station, and an official sew-on Stellar Patrol patch. The package also contains a coupon which you can send in to get PLANETFALL for only \$14.95 -- an exclusive offer only available with the coupon.

Infocom fans will also notice that a bold, new cover design has replaced the familiar grey pin-stripe of our previous packages. The package structure has changed as well. All of the creative, mood-setting elements for which Infocom is renowned are included, but arranged differently.

STATIONFALL is Meretzky's sixth interactive fiction release. His previous successes include HITCHHIKER'S GUIDE TO THE GALAXY (co-authored by Douglas Adams), LEATHER GODDESSES OF PHOBOS and PLANETFALL, for which he received an award for Best Computer Software Designer.

The program will be available in mid-June for a wide variety of computers, including Apple II series and Macintosh, Atari XL/XE and ST series, Commodore 64/128 and Amiga, IBM PC series and MS-DOS compatibles. The suggested retail price is \$34.95 for Atari XL/XE and Commodore 64/128 and \$39.95 for all other systems.

#####

STATIONFALL™

FLOYD IS BACK IN THE BOFFOID SEQUEL TO PLANETFALL®



So you thought things would change when you became a hero? Fat chance! It's been five years since you risked life and limb in *Planetfall* to save the planet Resida, and all you've got to show for it is a promotion from scrubworker to paper-pusher. Your tedious assignment for today: an emergency mission to Space Station Gamma Delta Gamma 777-G 59/59 Sector Alpha-Mu-79 to pick up a supply of Request for Stellar Patrol Issue Regulation Black Form Binders Request Form Forms.

At least you've drawn a good companion for the journey. It's your old pal Floyd—the very same mischievous little robot, crayons and paddleball at the ready, who was your helpful buddy in *Planetfall*.

Getting to the space station is easy. But once there, you find it strangely deserted. Even the seedy space village surrounding the station is missing

its ragtag tenants. A bowl of soup lies untouched in the mess hall. A spooky alien ship carrying only an empty pedestal rests in a docking bay. An ostrich and an Arcturian balloon creature are found, abandoned but in perfect health. A captain's log describes the mysterious breakdown of machinery, demonstrated by a roving hull-welder who seems bent on your destruction. And finally even Floyd begins acting oddly...

Infocom's interactive fiction gives you the leading role in a vividly-descriptive story. In *Stationfall*, author Steve Meretzky continues your adventures in the Stellar Patrol, as you struggle to overcome the dangerous forces at work in the space station. Even if you've never played *Planetfall*, you will enjoy *Stationfall*: the puzzles will challenge your intellect, the humor will keep you laughing, and Floyd will win your heart.



INFOCOM™

125 CambridgePark Drive
Cambridge, MA 02140

Infocom interactive fiction is available for most personal computers.

Stationfall is a trademark and *Planetfall* is a registered trademark of Infocom, Inc.



STATIONFALL™

PACKAGE ELEMENTS: The STATIONFALL diskette; a set of blueprints for a Gamma-Delta-Gamma Class deep space station; three highly bureaucratic forms; and a Stellar Patrol patch.

- KEY FEATURES:**
- Planetfall, the prequel to STATIONFALL, has received numerous awards and accolades. Infocom fans, consistently rating Planetfall among their favorite computer games, have been begging for a sequel. As such, STATIONFALL is sure to be an instant hit with the tens of thousands of Planetfall owners.
 - Sales, however, need not be limited to current Planetfall owners. It is not necessary to have played Planetfall in order to solve STATIONFALL's amusing puzzles or to enjoy its delightful humor.
 - STATIONFALL is written by Steve Meretzky, whose smash hits include The Hitchhiker's Guide to the Galaxy, Planetfall, Sorcerer, and Leather Goddesses of Phobos.
 - In every STATIONFALL package is a coupon offering Planetfall direct from Infocom for only \$14.95. That's a savings of up to \$25 for your customers.

AVAILABILITY:

System	Product #	ISBN #	UPC #	Price
Apple II Series	TD-IS6	0-87321-281-9	0 51051 01281	\$39.95
Macintosh	ID-IS6	0-87321-286-x	0 51051 01286	\$39.95
Atari ST	SD-IS6	0-87321-330-0	0 51051 01330	\$39.95
Atari XL/XE Series	CD-IS6	0-87321-321-1	0 51051 01321	\$34.95
Commodore 64/128	DD-IS6	0-87321-291-6	0 51051 01291	\$34.95
Amiga	WD-IS6	0-87321-308-4	0 51051 01308	\$39.95
IBM/MS-DOS	PD-IS6	0-87321-276-2	0 51051 01276	\$39.95

INFOCOM™

125 CambridgePark Drive
Cambridge, MA 02140

Infocom products are exclusively sold and distributed by Activision, Inc. Contact your Infocom distributor or call Activision Sales at (415) 960-0518.

Steve!

Please bring Compag + Dax on
your chair -- call me at 212/315-0100 if you
need to.

Media Tour -- Dave Lebling / Steve Meretzky
June 18 - 19 1987

-C

Thursday, June 18

10:00 Charles Ardai
Dave, Steve, Cindy

Steve

Place: Novotel Hotel
226 W. 52nd Street at Broadway
212/315-0100

11:45 Bill Banks -- Money Magazine (212/522-2185)
Dave, Steve, Cindy

Place: To Be Determined

1:00 John Schwartz -- Newsweek (212/350-4000)
Dave, Steve, Cindy

Place: LUNCH -- American Festival Cafe (Rockefeller Ctr.)

3:00 Alan Rogers -- Twilight Zone (212/986-9600)
Dave, Steve, Cindy

Place: Novotel Hotel
226 W. 52nd Street at Broadway
212/315-0100

4:30 Donald Oliver -- A+ Magazine (212/989-8545)
Dave, Steve, Cindy

Place: Novotel Hotel
226 W. 52nd Street at Broadway
212/315-0100

6:00 Jim Freund -- WBAI radio (212/581-5352)
Dave, Steve, Cindy

Place: WBAI -- 805 8th Avenue (at 35th) - 19 floor

2109

Friday -- June 19

11:00 Bernadette Grey -- Family Computing (212/398-0820)
Cindy

Place: To be determined

1:00 Linda Williams -- Time 212/522-3407
Cindy

Place: LUNCH -- to be determined

3:00 Stan Mack -- Villiage Voice (212/242-5576)
Cindy and Steve

Place: Novotel Hotel
52nd and Broadway
212/315-0100

Articles / Reviews



F A X

To: Joel Berez, Infocom

From: Rod Cousens

Date: 20 January 1988

Happy New Year!

Just before the 1987 year end at the Industry Dinner, **Stationfall** was voted best adventure of the year by the Entertainment Software Trades Association.

As a point of interest, runner up was Guild of Thieves.

Congratulations

Kind regards,

Stationfall

Computer: Commodore 64
Publisher: Infocom
 125 Cambridge Park Drive
 Cambridge, MA 02140
Medium: Disk
Price: \$34.95

Have you ever wanted to explore a deserted space station like a typical adventure of the crew of that famous starship Enterprise? Do you think that you can handle all the excitement that the Stellar Patrol has to offer? Most importantly, does the possibility of saving the entire galaxy from virtual destruction appeal to you?

If so, *Stationfall*, the newest offering from Infocom's Steve Meretzky and sequel to his best-selling *Planetfall*, may just be the next game to catch your eye at the software store.

Stationfall takes place five years after your exploration of the doomed planet Resida in *Planetfall*. You've been promoted from Ensign Seventh Class to Lieutenant First Class. After your promotion, you thought that the Stellar Patrol would be more interesting; instead, you were stuck on the paperwork task force—a job worse than growth cage cleaning. Your assignment for today is to fly over to Space Station Gamma Delta Gamma 777-G 59/59 Sector Alpha-Mu-79 to pick up a supply of Request for Stellar Patrol Issue Regulation Black Form Binders Request Form Forms. What you think is going to be a boring day turns into another adventure with the future of the galaxy at stake.

It's been almost four years since *Planetfall*'s release. The game was lauded as the "Best Adventure Game of 1983" by *InfoWorld* and Meretzky was named the "Best Software Designer of 1983" by *Video Review*. *Stationfall* even surpasses the brilliance of *Planetfall* and throws some uniquely Meretzky puzzles at your feet. In a recent interview, Steve admitted that *Stationfall* was late in coming, but explained his reasoning: "I took a few years to write the sequel because I didn't want to get burned out on the *Planetfall* universe. I had always wanted to write a sequel, but I wanted to wait until I had a reasonably good story line and good ideas for re-using Floyd and the *Planetfall* universe without rehashing things."

Although your original goal in *Stationfall* is to pick up those forms, the goal

Stationfall easily ranks as Meretzky's best work and the most interesting story to appear in adventure format in a long while.

changes after you reach the space station. What you find at the station is unbelievable. No one is there but a super-intelligent robot named Plato, who likes to read poetry, an Arcturian balloon creature and an ostrich. Later you begin to realize what happened to all of the people as the machinery begins to go haywire and revolt against you. Eventually, even Floyd begins to act strangely. As you discover the true story behind the goings-on at the station, you realize you have little time to save yourself and the entire universe.

Floyd makes a return appearance in *Stationfall* as your beloved companion. His endearing charm and childish antics and humor have made the little robot a very popular character. Although he still hasn't surpassed his record of four successive paddleball hits, Floyd will capture the affection of any gamer. Meretzky explained how Floyd was created: "When I wrote *Planetfall*, I decided that there should be one character other than you, the player. Because there were so many characters with smaller roles in Infocom games that would essentially disappear after a puzzle was solved, none could really be that well-developed. Right away, I thought that the other character should be a robot, yet I wanted to make him different from robots I had seen in movies and read about in books."

Stationfall is an all-text adventure game that relies heavily on the imagination of the player to construct the specific order of events in the story. Because there are no pictures, the descriptions given are very concise, and there is a lot of room to include more options in the space in memory that would have been given to graphics.

Meretzky went all out in *Stationfall* and stocked the game profusely with witty responses to otherwise standard player actions. It's this brand of humor that establishes Meretzky as the foremost humorist of interactive fiction. Typical of this hu-

mor is the following response that the game gives whenever Floyd is present and the copyright is evoked with either the SCRIPT or \$VERSION command: "Floyd looks out at you, right through your computer screen. 'See that copyright notice?' he asks in a defiant tone. 'If anyone tries pirating this disk, they'll have Floyd to answer to.'"

Also, if you're like me and try as many commands as possible, you will probably find many more quips. For example, I typed in ZORK and the computer responded with "Gesundheit!" *Stationfall* has so many more unusual responses that you might just want to devote an entire game to finding them. Here are a few commands you might want to try: KILL FLOYD, TICKLE FLOYD, CLEAN FLOOR, FOOTNOTE 11 and WHAT IS A GRUE.

Meretzky explains his laughable approach to interactive fiction: "I've always enjoyed comedy and humor in one sense or the other. One real source of humor is when games go into testing. All of a sudden, there are a lot of people playing the game and making suggestions. Human interaction always produces some funny things. It's easier to put in responses that are funny or snide rather than opening up an entire new set of responses with a serious one."

Plato is Floyd's new friend in *Planetfall* and serves a purpose that doesn't become apparent until later in the game. Although Meretzky says, "I didn't want to detract from Floyd—I still wanted him to be the major focus," Plato is a well-developed character who takes the serious approach, but if you read the text carefully, you'll find he enjoys playing with Floyd, especially "Hider-and-Seeker."

Like all other Infocom games, the packaging and inserts distinguish *Stationfall* from other adventures you might find in a software store. The game includes three Stellar Patrol Forms, a set of blueprints for the space station and a Stellar Patrol patch with your rank. I found the blueprints very helpful in mapping the space station, for it has nine levels and many rooms. It's easier to map each level separately than to try to connect them together. Make sure that you leave a lot of room for Level 5. Meretzky states, "I was inspired by the set of blueprints for the Enterprise from *Star Trek* that were

Continued on pg. 115

this simulation is all business.

The pivotal game screen is the world-renowned big blue board, a large sectioned structure that provides five boxes of increasing value for each of the round's six answer categories. When a player specifies the box he would like revealed, the screen switches over to a close-up view of the square, where the answer can be easily read. Each contestant is given a button on the Commodore keyboard to act as his buzzer. If he thinks he knows the question to answer, he must signal and type out his guess within a thirty-second time limit. This half minute allowance might seem a bit liberal to some hard-core "Jeopardy" followers, but it's only so that those who hunt and peck will have the same opportunity as those who touch type.

If you give a correct answer, the crowd cheers, your score is increased and you are awarded the honor of choosing the next answer. If you give a wrong response, after the audience groans, the cash value will be subtracted from your total. The round continues until all thirty answers have been revealed.

All the familiar parameters of play have been included. After the initial session, there's Double Jeopardy, where the dollar values are doubled, and the Final Jeopardy, where each contestant secretly bets a percentage of his earnings before viewing the contest's last answer. And of course, throughout each round, there are the randomly positioned, ever-popular Daily Doubles. The game boasts "hundreds of categories with over a thousand questions." That's enough to keep any trivia buff busy.

One of the nicest features of this program is how the computer players try to keep pace with their human opponents. If you open a sizeable lead, their trigger fingers will tap a little quicker, and their IQ's will seem to inch up a notch or two. On the other hand, if you hit a noticeable slump, your challengers will actually answer a couple of questions wrong to keep things tight. It makes for exciting, tense play, game after engaging game.

If there's one more alluring element that is common to each ShareData package, it's their relatively low purchase price. If you're attracted to the type of competitive entertainment that a television game show can provide, then you can go out and pick up all three programs for under forty dollars. For that price, you'll also get yourself an education. For after a few rounds with each contest, you'll probably learn that you're really not as smart

as you think. At least you won't have to go on national TV to prove it.

Hints to help you add to your jackpot earnings:

Wheel of Fortune

- Buying vowels can be a sound puzzle-solving gamble, but the key to a successful purchase is the timing. Vowels should only be bought when a fair number of consonants have been turned over and you are still uncertain of the puzzle solution.

- Since the money values on the wheel increase with each round, the spins become more valuable as the game goes on. With this in mind, it would be a good strategy to try to save any "Free Spins" for the later rounds, since their potential will only increase. Unless there's a large amount of money at stake and the puzzle solution is so obvious that the next contestant will surely cash in, never use your Free Spin bonus in the first round.

Family Feud

- In the television version of this game, there could be a perceived advantage to passing control of a question over to the competing team, since each opposing family member would then be forced to answer as an individual, while your squad could confer and brainstorm to arrive at a group decision. After all, five heads are better than one. But if you're up against the computer or a single competitor in the ShareData rendition, that strategy is obviously useless. In that situation, it is usually better to remain in the driver's seat by keeping control of the question.

- When playing against the computer, always let the opposing family member win the initial face-off portion of the round. As a rule, they will never offer the "number one" answer to the survey question. As long as you can top their response with a more popular one, you can still gain control of the question and will have one less solution to uncover.

Jeopardy

- Unlike its network cousin, the computer version of *Jeopardy* is not constrained by commercial obligations or time slots, so you can be sure that both big boards will be fully uncovered by the time Final Jeopardy rolls around. But due to the presence of the Daily Doubles, where only the player who selects the square is given the opportunity to wager money, it still makes sense to choose the category you know best whenever you are given the chance.

Software Reviews/Stationfall

Continued from pg. 26

published and decided to make a set for this game."

This inspiration for the blueprints is just one source of ideas for Meretzky. He likes read to science fiction stories and certainly has some experience in the realm. All of his stories except *Sorceer* fall into that category. Meretzky claims that this "was semi-unintentional. I had many ideas and it just happened that the ones that were chosen as my next project were in the science fiction genre." When asked whether any of the characters in his stories were binary counterparts of real-life people, Meretzky responds, "Perhaps the ambassador in *Planetfall* was like a physics teacher I had in high school, but that's about it."

Stationfall should not be overlooked if you're looking for a good challenge that is also a lot of fun. The game is never boring, nor does it allow entering commands without thinking about what you're doing. There are some unique puzzles that have never been on disk before, notably the mystery of the dots on the wall of the alien ship you find in a docking bay. Your brain cells will be challenged, and your appetite for a good story will be satisfied.

The plot of *Stationfall* has no holes and so many sources of revelation that only a veteran designer like Meretzky could have pulled it off. Instead of being just another adventure, *Stationfall* reads like a good novel and is exemplary of what interactive fiction is all about. I strongly recommend it for those not familiar with this type of game. Meretzky was happy with the way *Stationfall* turned out and found "it was nice going back to Floyd, kind of like rediscovering an old friend."

I have a few hints that might be of some use to the person stuck in *Stationfall*. Don't overlook any description; read every response carefully. Experiment with the different objects around the ostrich and Arcturian balloon creature—eventually, you'll find out what "moves" them. Some items perform the same function, so make sure you've used the best one for the job or you may have to return to an earlier part of the game. Read any papers or notes laying around and examine other sources of information. Be careful around machinery after the second day—it could be dangerous. When I asked Meretzky for tips on how to play one of his games, with an attempted straight face, he replied, "I honestly don't know. I never play Steve Meretzky games—I just write them!" This is the mind you have to deal with—good luck!

QuestBusters

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The Adventurer's Journal
August, 1987

Vol IV, #8

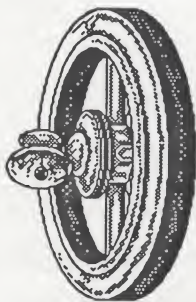
Stationfall: Welcome Back, Floyd!

By William E. Carte

It's been five long years since your *Planetfall* heroics on the planet Resida. After being promoted from Ensign 7th Class to Lieutenant 1st Class, you were certain that life in the Stellar Patrol would finally be exciting. How wrong you were, for your daily routine of scrubbing the decks has been replaced with dull paperwork. Today's assignment: Go to the space station Gamma Delta Gamma and pick up a supply of Request Form Forms. Just another boring day—or is it?

No-one greets your arrival at the space station, for the place turns out to be deserted. The station itself, all seven mappable levels (it actually consists of nine levels), proves as intriguing as the mystery of the missing crew. By visiting the Commander's Quarters right away and using the tape found there, you'll get some information about an alien ship that showed up near the space station just a few days ago. It seems that shortly after the crew removed a strange pyramid from the alien ship, things began to go haywire on the station. Machinery malfunctioned, robots started attacking the crew (even the automatic doors tried to bite people as they walked through), and no one could determine what was wrong.

As you listen to the tape you realize you've got to get a very important key



from the Captain's safe. This is not merely an initial puzzle that opens the way into another phase of the game, as one would think, but turns out to be the main quest that keeps you occupied throughout *Stationfall*. You need four

main items to open it, things that aren't hard to find. The trick is in getting them back to the safe.

You won't meet any people on the space station, but do get to interact with a balloon creature, an ostrich and a robot named Plato. And of course, Floyd, that precocious robot who saved your life in *Planetfall*, will help. In fact, you can't finish the game without his assistance. But as time goes by, Floyd's behavior grows erratic. Emitted by the pyramid, a strange force seems to be affecting him, and you've only got a limited amount of time to find the pyramid and put an end to it. Otherwise the station explodes, and there's no way to escape. Without food and water, as in the original game, you may also perish, and it helps to get some sleep now and then.

Continued on page nine

Ultima V & Wizardry IV

July 17—Two monster games are nearing completion, so we asked Richard Garriott and Robert Woodhead for updates.

Garriott: We're into what we call alpha test on *Ultima V*, which means that with the exception of bugs that will exist right up till near the end (and hopefully not after), that the game is fully, physically functional. Meaning that you can go in and out of all the towns, transact with all the shops, do all the game mechanics. The thing that is not yet finalized, and which will before we go into beta test, is all the plot elements. That's what we're doing now, installing plots and debugging. I know that seems odd, but with me the plot is one of the very last things to go in.

The current projection for the Apple version's release is the middle of September. The Commodore should follow fairly quickly. We've already got the Commodore translation started, so for

the first time we're beginning all the conversions before the game is even finished. Because we've had a problem with that in the past, getting conversions out on time. So we're trying extra hard on that this time.

Woodhead: As of today we've just shipped off round four of beta-testing. We have a couple of beta-testers who are about to finish the game after a month-and-a-half of playing it actively. The graphics are pretty much finalized, although we're going to be doing some improvements as time permits. We have completely run through it ourselves and made sure it's working, and we're just having the beta-testers sort of find the cracks in it so we can plug those up. The IBM and Apple versions are in the same state, and the only difference is that we need to do a few more graphics for the IBM. But the IBM version won't

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Stationfall

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Infocom recently broke new ground with Dave Lebling's *Lurking Horror*, their first "fright night" adventure. Now the man who, along with Douglas Adams, stunned the gaming world with *Hitchhiker's Guide to the Galaxy*, the first Infocomedy, has done something decidedly different. Admittedly, *Stationfall* is not another *Hitchhiker*. Nevertheless, Steve Meretzky has once again revolutionized the text adventure. What could possibly be new about a science fiction scenario? Nothing in terms of the category. But Meretzky has created a very difficult standard level game. Again, nothing new here.

Fishing for Herring

What's new is the way he did it. The puzzles in *Stationfall* are not as devilishly difficult as those in *Spellbreaker* or *Bureaucracy*. As individual puzzles, most are not even extremely hard. But Meretzky made this a very difficult game by mixing a multitude of red herrings with the items necessary for solving the puzzles. And among the more than 100 locations are scattered at least 30 totally useless rooms. To make matters even more confusing, you've got to solve puzzles to reach some of the useless locations, such as the brig. Many of the places and things are vividly described, during you into believing they're important.

A hole in the wall in Doc Schuster's office, for example, is described in such detail that I was convinced it contained some valuable object or clue. After trying for an hour to get something—anything!—from the hole, I finally realized it was yet another red herring. Then there's the alien ship. Surely that skeleton and pedestal are significant in some way, I reasoned. Guess again. The truth is, the space station is littered with useless diodes, frontit boards, buttons and machinery.

Many of the clues also proved to be red herrings. A message in one of the tapes refers to an important piece of equipment, a collar. Guess what? No collar. Another tells of a wrench needed to install fuel cells; but again, there's no wrench in sight. I realize that the use of red herrings is not revolutionary in itself. But *Stationfall* is rife with useless items, misleading clues and deceptive locations.

While they may be frustrating, they certainly make the game challenging, and turn an adventure composed of what are really standard level puzzles into a game of unusual complexity. If memory serves me correctly, no other Infocom game so pervasively applies that nemesis of novice and master adventure alike, the dreaded red herring.



The outstanding documentation includes requisition forms for obtaining a robot (choose one of the others once, just to see Floyd's expression), a spacetruck, and to operate the vehicle. You get a complete set of blueprints showing all nine levels of the space station, which minimizes the need for mapping. And the manual furnishes background material on the story, dating back to the original events of *Planetfall*. In addition, you get a sew-on Stellar Patrol patch and a coupon that enables you to order *Planetfall* for \$14.95.

The disk is not protected, so you can play on a back-up. Protection is built into a chart that's part of the packaging: In order to reach the space station from your own, you've got to read your chronograph for the time, then cross-reference this with coordinates on the chart in order to set the proper course. Infocom's parser remains the best in the adventure community, understanding full sentences and smoothing the process of communicating with the program. The program supports two drives and 40- or 80-columns; you can boot up or restore a saved game in seconds; and other aspects of the game mechanics are excellent. Conclusions: Those who played *Planetfall* will certainly love *Stationfall*, an engaging story full of humorous

situations and witty responses. But the ending is a real tear-jerker, the saddest final act of any Infocom game. So before you save the space station, be sure you have a box of Kleenex handy.

System: All Home Computers
Skill Level: Standard (but complex)
Price: Atari 8-bit & C-64, \$34.95;
others, \$39.95
Company: Infocom

Maniac Mansion

Continued from page three

Then you can move the light about to spotlight other areas in the square. Without a light, you can "feel" your way around in the dark by choosing "what is" and scanning the room with the cursor. That enables you to find light switches and so on.

The game has five alternative endings, but so far I've only discovered one—I triggered a meltdown of Fred's reactor and wiped out everything within a five-mile radius of the mansion! I didn't rescue Sandy, my entire team was wiped out, and I imagine Chuck the plant perished. Even this unsatisfactory conclusion was visually rewarding, however, as I got to see a mushroom-shaped cloud blossom from the house. My only complaint is really not with the game, but with the opening sequence that you are forced to sit through every time the game is loaded. There's no way to turn it off, and you cannot load a saved game until this is over.

Conclusions: Better-looking, smoother playing, and with a more interesting and amusing story than *Labyrinth*, *Maniac Mansion* is the best thing yet from Lucasfilms. It will be of special interest to C-64 and Apple owners (who don't have 128K), since Sierra's animated adventures aren't available for those machines. And the unique three-character design and related puzzles make this an inviting adventure even for those who do have access to the Sierra games. (Lucasfilms is mounting the only serious challenge in this arena.)

System: C-64/128 & Apple
Skill Level: Intermediate
Price: \$34.95
Company: Activision

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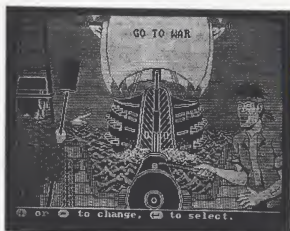
SOFTWARE REVIEWS

also provides consistent excitement. Not only can you play and modify the 11 battles provided, but you can create your own scenarios as well.

The game is set during the age of wooden hulls, sails, and cannon. The scenarios are, for the most part, based on famous historical conflicts. There are also imaginary conflicts and even one modern-day scenario (you have to use your imagination for this one).

During a battle, the player commands squadrons of ships consisting of frigates, ships-of-the-line, and flagships. Ships may dock to receive supplies and make repairs, or they can sail across the wonderfully detailed play screen (ragged coastlines and various water depths) and fight the enemy. When ships engage each other, the player can "zoom" in and personally command the battle or simply let the computer handle it. If the zoom option is used, the play screen becomes a close-up of the battle area.

Each ship is depicted and can be controlled individually. The reload time, gun range, and experience of the crew become major factors as the ships maneuver for good posi-



tions to blast broadside at each other. Ships can also come together and grapple, in which case the player commands the men in a close-up of the ships' decks.

Constructing your own scenarios is time-consuming but straightforward. Maps are assembled by putting together predesigned pieces. Fleets are equally simple to design.

The only complaint I have against *War at Sea* is that the scenarios provided with the game aren't challenging enough if a player is very good at the arcade-style fights. However, this is easily corrected by modifying the battles to make them more difficult.

Drop your mops and take com-

mand of the best naval simulation to date.

—DAVID LANGENDOEN

Stationfall

HARDWARE REQUIREMENTS: 64K Apple, IBM PC.

PUBLISHER: Infocom

PRICE: \$35-\$40

Here we go again. Not only has Infocom come up with a sequel to *Planefall*, but it has delivered another winner.

It's been five years since you and your faithful and rambunctious robotic companion, Floyd, saved the planet Resida from destruction. No longer do you have to scrub and rescrub decks, or clean out groth cages while domineering, demonic lieutenants glare at you. Now you're a lieutenant first-class, and it's your duty to perform one of the most vital and important functions in the Stellar Patrol... paperwork. There is so much paperwork in fact that you sometimes catch yourself daydreaming about groth cages. Look at today's TOP PRIORITY assignment, for example. You've got to fly a space truck to a nearby space station and pick up 24 pallets of "Request for

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Stellar Patrol Issue Regulation Black Form Binders Request Form Forms." What you would do for a dirty deck to scrub!

Things start looking up when you discover that Floyd (and his paddleball) will be going with you. When you arrive at the space station, you discover that something is wrong. For one thing, why is it deserted and the machinery acting strangely? And for another, why is that hull welder glaring at you malevolently? More important, why does the Stellar Patrol insist on stocking its survival kits with "nutritious" multicolored goo?

Humor and challenge abound in *Stationfall*. Half of the fun is performing bizarre or stupid actions and seeing how the computer responds. As usual, Infocom's full-sentence parser and vast vocabulary facilitate communications with the program. The main difficulty with the game is that one of the problems is fairly obscure and you could easily become stuck.

If you do have any trouble solving *Stationfall*, look on the bright side. When you finally complete it, you'll surely be promoted and assigned new duties. What could possibly be

worse than paperwork?

—DAVID LANGENDOEN

Tower of Myraglen

HARDWARE REQUIREMENTS: 512K Apple IIGS.

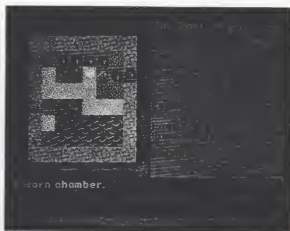
PUBLISHER: PBI Software

PRICE: \$55

The packaging of *Tower of Myraglen* is its main problem; you literally need a screwdriver or knife to get through the heavy plastic case. However, once this obstacle is surmounted, *Myraglen* presents an outstanding arcade adventure (and if you have MDIdeas' SuperSonic Stereo Card, it's all the more outstanding).

The player, a Knight of Justice, must try to save his kingdom from destruction by recovering the Medalion of Soul Stealing from the Tower of Myraglen. The multileveled Tower has many innovative tricks, puzzles, and monsters—one of the puzzles isn't even related directly to the game itself (that's all I'll say). The player moves the Knight through the halls and rooms (shown graphically) using the mouse or keyboard.

The balance between action and thought is a good one. The puzzles



are not overly difficult—appropriate for a game of this genre—and they make for a refreshing change of pace from running around and killing monsters. It's a challenging game, but rarely frustrating. If you do have trouble, clues are always at hand.

Sharp and colorful graphics are used throughout, so much so that they are easy to take for granted. But action games cannot live on graphics alone. They need sound and music, of which *Myraglen* has plenty, including being in full-stereo with the above mentioned MDIdeas' card. The crisp, clear notes are impossible to miss from the opening screen to your character's death scream.

—DAVID LANGENDOEN

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CIRCLE READER SERVICE 41

INTO THE VALLEY

STATIONFALL

TA
Infocom/Activision
Amiga 64/128
Disk £24.99
Amiga Disk £29.99

Floyd is back! Yes, that lovable, playful, and exasperating little companion, who thrilled thousands of adventurers in *Planetfall*, makes a welcome comeback in Steve Meretzky's sequel — *Stationfall*, the latest game from Infocom.

Now promoted from Ensign, Seventh Class to Lieutenant First Class, you have been assigned to the Stellar Patrol's paperwork task force. And you have been given a top priority assignment: take a space truck out to Station Gamma Delta Gamma 777-G 59/59, to collect 24 pallets of Request For Stellar Patrol Issue Regulation Black Form Binders Request Form Forms.

Already armed with the necessary authorisation forms, you check in to the Robot Pool, to select an assistant. Will it be heavy duty Rex, the spindly robot called Helen, or the small fellow in bin 3? The latter is Floyd, of course, and if you are callous enough to choose one of the others, he will give a little whimper whilst an out-drop runs down his cheek... Enough to fill you with such remorse that you will immediately want to restart the game, and make amends!

Soon you are space-borne, and after a short journey, your space-truck docks at the space station. But as you alight your craft, you become aware

that all is not well. The entire station, whose sole function is the production, collation and recycling of forms for the Stellar Patrol, seems strangely deserted. So does the hutch-patch of moored and interconnected craft making up an unofficial 'village' attached to the station.

Strange noises emanate from the lower levels of Gamma Delta Gamma, and soon you discover that they have recently been sealed off from the rest of the structure — from the other side. And it is those levels which house the all-important life-support systems, and computer control.

Heading for the Commander's quarters, you find his log. It makes very uneasy reading. It had been discovered that villagers were stealing the station's fuel cells to power craft for joy riding. The missing Commander therefore decided to lock up the remaining cells, and put the key in his safe. Next, Shady Dan from the village, was caught forging ID cards; then a whole batch of village access authorisation forms were illegally validated — so the captain hid the form validation stamp.

Meanwhile, an unidentified space ship was discovered heading for the station. On interception, it was towed in to the station, and proved to house the skeleton of a dead alien, and a mysterious pyramid. Nothing more of note was observed. Have some strange black dots on the inner walls of the hull. The pyramid was taken to the Science Sub-module, where it was put in the biological holding tank, whilst Professor Schmidt analysed the flight path of the vessel, in an attempt to trace its origin.

Not long after this, machinery

started malfunctioning. First the No.23 forms collator broke down, quickly followed by web-feeder No.17. And now, it seems, the automatic welders are behaving strangely. In their search for leaks from the hull, is it a coincidence that they frequently head towards you...?

An examination of the monitor screens in station control, reveals that food production is at condition red, and printing at condition yellow. A continued watch on the monitors shows that all systems are deteriorating fast — except the control computer, which maintains a healthy green condition. Perhaps you should activate the distress beacon on the station now, while you can, or if the power is insufficient, the beacon on your own space truck?

With the plans of all nine levels of the station (included in the packaging) spread out beside me, I started to methodically explore the whole structure, from the dome-top gardens, down to the printing plant. Who had been interfering with the nano-film spools? Who had been tampering with the food dispensing units? What had been going on in the science module? Why were certain items of equipment missing, like the washing machine from the laundry, the computer terminal from the library?

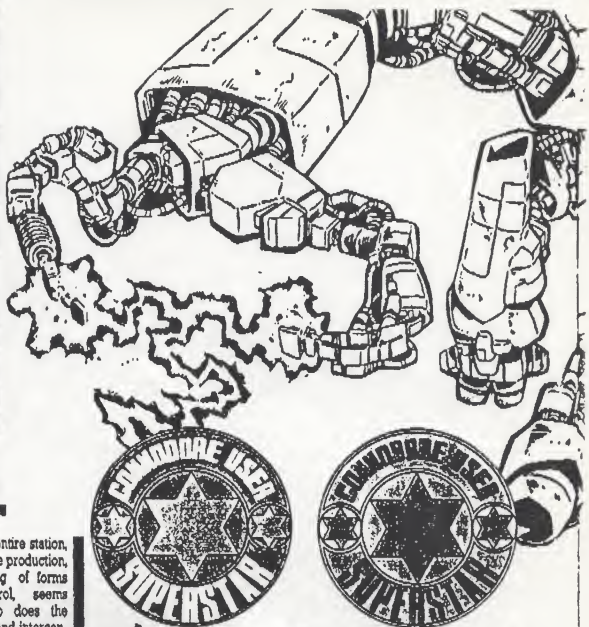
A shiver crept up my spine. The tension that had built up was relieved only by the ubiquitous Floyd, and his


newly found friend Plato. Plato, a native of the space station, lonely since he had noticed that there hadn't been anyone around for a while, had teamed up with us. Striking up an instant friendship with Floyd, when the constant chatter wasn't about such robotic subjects as the best way to recharge batteries, or how to solve seventh level differential equations, Plato would be seen deep in a book of poetry, whilst Floyd would be nagging for a game of *Hide-and-Seeker*.

If ever I typed *SAVE*, Floyd would bounce up and down excitedly. 'Boy — are we going to do something exciting now?' he would ask in anticipation!

Floyd and Plato are currently awaiting the end of the incubation period for Oliver, a newly programmed robot, who lies unattended in the Robot Shop on Level 3, aware that the most frightening time in a robot's life is those first few lonely moments of consciousness. They like the look of Oliver, and his name, too, and have hopes for a great triumvirate. But when will he become alive? And will he turn out to be friend or foe...?

There is something of both Level 9's *Snowball*, and of the film *Alien*, about *Stationfall*. The ominous welding machines are quite like those *Nightingales*, but, thankfully, easier to avoid. And the mysterious presence aboard the ship, has proved beyond doubt to have emanated from a far off





galaxy. The strangely misshapen jaw of the skeleton gives the first clue to a most ingenious puzzle, which, when solved, reveals something totally startling and rather repulsive about the aliens' biological functions...

I can honestly say that I don't think I have ever become so totally absorbed in any adventure game before! It became so real, so threatening, that I just played on and on, determined to reach the aliens and save myself and the station. More than I have experienced before, this was like taking part in a real thriller. There are plenty of laughs there, too, but they don't intrude on the excitement and suspense in any way.

Stationfall is highly addictive. I found myself getting up early in the morning, having had an overnight inspiration which I just had to test out (The result left a very sweet taste in my mouth!). Just like a good book, I had to go back time and time again to the game. But unlike a book, this piece of fiction is interactive, and with perseverance I hope finally to discover the aliens' secret, and save Gamma Delta Gamma from its invaders — and that makes it much more exciting than any paperback — because it requires personal involvement.

by Keith Campbell

INTO
THE
VALLEY

Raves and Pans

Stationfall

Infocom
125 Cambridge Drive
Cambridge, MA 02140
(617) 492-6000
\$39.95

by Rich Decowski

Stationfall is Infocom's latest text adventure which has just been released a few weeks ago. Since we received the program before it was to be released for sale, you probably won't see any reviews (other than this one) on it for quite some time.

After solving Planetfall, user's were left with the impression that a sequel was to be released in the future. It has finally arrived after three years with the name of Stationfall. The basic plot to the sequel is that you must uncover the mysterious disappearance of all the people on a space station. This may sound like a rehearsed Planetfall to players of the former game (in it you had to discover why all inhabitants on a planet had disappeared).

Upon opening the package, I noticed a few changes in the packaging compared to previous titles. Instead of a little box that opens forward, the package has been turned into a slide in package in which the container slides into the box cover. I found the usual splendid packaging inside which consisted of Blueprints, a couple of Assignment Completion Forms, and a sew-on patch. Also included was a coupon to purchase Planetfall at a reduced price of \$14.95 (for those who haven't bought it yet).

I turned on my computer and ran the Stationfall program. I was greeted with the common title screen (there are no graphics in Infocom adventures, the pictures are left to your imagination). As I mentioned earlier, the basic plot is this: you find Floyd, your old companion, and both of you travel to a space station on a mission (you need Stellar Patrol Issue Regulation Black Form Binders Request Form Forms!)

However, before reaching the space station you must type in a code from your packaging. If you type the wrong code you'll never get there. I was very frustrated

at this point because it was not explained very well on how to type in the code. This was basically done as a piracy deterrent, but I don't think it was meant to stump people. It did. I was stumped for over 2 days until I finally found out that you have to type in a different code, depending on the time you're in. On one of the Assignment Completion Forms is a listing of times and courses. You find which area the time you are in is and type in the appropriate course.

After this, the game finally began to roll. I found the space station and poked around a bit. The blueprints mentioned earlier are of the station. I found these to be a great help since I didn't have to make my own map (after making about 20 for the previous games this was a relief). However, the game had a different feel to it then Planetfall, this was fine in some aspect as it is a different game. But the characters, like Floyd, seemed completely lifeless. In the previous game, Floyd was very interactive with you. In the sequel he seems to be there just because someone at production thought he should be in the sequel.

On the whole, the game was quite enjoyable with the usual Infocom style. If you are looking to spend a few days of serious playing (and thinking) then this is definitely the game to buy. And if you haven't ever played Infocom games or have just passed them by then this is the one to pick up (along with Planetfall).

Stationfall

Depth	8	Documentation	9
Graphics	N/A	Playability	10
Speed	10	User friendly	9
Value for Money	9	Overall	9

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2561 South 1560 West

Friendly Floppies . . .

By RUSS CECOLA

STATIONFALL **** INFOCOM C64, 128, AP, AT, AMIGA, MAC, IBM, ST

This sequel to 1983's *Planefall* instantly captures your interest as you are given orders to go to Space Station Gamma Delta Gamma 777 G-39-59 Sector Alpha Mu-79 to pick up a shipload of ridiculous forms. You thought that being promoted from Ensign, Seventh Class (in *Planefall*) to Lieutenant First Class was going to offer you new opportunities to have an exciting career in the Stellar Patrol. Boy, were you wrong!

The action really starts in *Stationfall* when you enter the space station and begin exploring its corridors and rooms. You find that no one is occupying the station except for an ostrich, a robot called Plato and an Arcurian hallion creature. Your goal changes in *Stationfall* from obtaining the forms to finding out what happened on the station.

As in all text adventures, *Stationfall* moves along as fast as you type in commands. The game is a strong challenge and surprises every other work of interactive fiction that Steve Meretzky has written. Joining you in your adventure is your robot friend Floyd from *Planefall*, who is capable of turning any dull situation into fun and games.

The puzzles awaiting you in *Stationfall* are varied in difficulty and include a rather unique one that involves a set of dice on the wall of an alien ship found in a docking bay. This game is a must for any sci-fi fan or Infocom fan and easily ranks as one of the year's best games. When you ultimately do finish the game, you may be in for a surprise ending.

up to its influences excellently. There are some times when you wish you could just fall asleep and wake up no longer in this interactive nightmare. But alas you must conquer the demons on the campus before they conquer you. G.U.E. Tech is modeled on M.I.T. and includes the famous dome of that school in an interesting encounter.

The *Lurking Horror* comes packed with a plastic bag and a guide to G.U.E. Tech that includes clues to the solution of the game, but you must mainly rely on your intuition and puzzle-solving ability to survive the night and get to the bottom of the mysterious happenings at the school. This is one game where you have to look in the basement.



CONFLICT IN VIETNAM **** MICROPROSE C64, 128, AP, IBM

This war game from MicroProse is easily the most accurate simulation of the Vietnam War available on a disk. MicroProse specializes in simulations, and *Conflict in Vietnam* is a worthy holder of the MicroProse name. Pitting you against either your computer or another player, the game will challenge every bit of strategy that you possess to meet your objective.

There are five historical scenarios possible to play in *Conflict in Vietnam*: Dien Bien Phu, Ia Drang, Khe Sanh, Cambodia and Quang Tri. Within each scenario are the different variants that you can play the game under, which include playing against a Communist computer or a Communist friend. Ultimately, the scenario you pick will be your home for a while and you can expect to grow used to the geography of the area.

Along with the excellence on the disc, *Conflict in Vietnam* comes packaged with a very helpful, historically accurate and information-packed manual. Every scenario and variant are described in their factual context and the history of the Vietnam War is described as well. Many strategic hints are picked up from reading the manual and following carefully what your real-life counterparts did in the same situations.

The graphics used in *Conflict in Vietnam* are very clear and you can forget about memorizing all of the commands — most can be found from menus. The ease with which one can pick up the game and play it in a short while only confirms my belief that *Conflict in Vietnam* is an excellent simulation.

AUTODEL **** ORIGIN SYSTEMS ELECTRONIC ARTS C64, 128, AP, AT, IBM

Probably inspired by *Death Race 2000*, a futuristic movie in which race car drivers roamed the countryside in search of a kill, *Autodel* takes its place alongside another future race car games, notably *Roadwar 2000*. The game is unique and does not bore as would be expected. It combines elements of role-playing games, with adventure, and action to take the gamer into the future.

The first thing you must do in *Autodel* is design your car. You can equip the vehicle with many attachments and weapons to enhance your driving ability and success on the road. This initial design is very important and gives your game a distinct flavor. A special section was devoted to car design in the manual for this reason. The importance of a well-stocked and fast car can only come out in playing the game.

As a member of the American Autodel Association (AADA), you have many options at your discretion. You can fight it out with other cars in the arena, take part in cargo shipping from one place to another (all the time protecting the cargo from burglars) and act as a vigilante on the roads, disposing of the worthless criminals as necessary.

Along with this straight action, you must learn how to control your car, know who is important on either side of the law to make you a hero and set goals for your adventure. Along with the elaborate manual and included tiny tool kit, *Autodel* wins with its out-standing graphics and smooth game play.

ULTIMA **** ORIGIN SYSTEMS ELECTRONIC ARTS C64, 128

The original version of this game was released many years back, but the newest computer adaptation is for the Commodore 64, a long time in waiting. *Ultima I* was the first large-scale role-playing adventure game and promises an immense landscape and difficult goal, both of which I can attest to be true.

Ultima I takes place in the mythical world of Britannia and revolves around your quest to find and defeat the evil wizard Mondain. He has enslaved the land for many years and it is up to you to prepare to battle him in this game guaranteed to keep you occupied for many a week.

You build up character traits and acquire spells and weapons to give you the strength, intelligence and tools to defeat Mondain. The quest is not easy, but it is well worth the time it takes to finish. The graphics scroll well in this new version and the land of Britannia unfolds before your eyes.

The *Ultima* games are unique in their method of play, with every letter of the alphabet standing for a command that starts with that letter. The joystick can be used for actual movement on the terrain. A player reference card that details all of the commands comes with the game, along with a beautifully illustrated manual, maps of Britannia and coins of the realm.

DAN DARE **** AMAZING SOFTWARE/ELECTRONIC ARTS C64, 128

This new release places you in the role of Dan Dare, popular hero of British comic books, in a mission to save the Earth from an asteroid controlled by your arch enemy Mekon. You must find entrances to Mekon's underground complex on the asteroid, free your friends, destroy the computers controlling the course of the asteroid and defeat Mekon — all in 25 real minutes.

It sounds like a lot, do not be disappointed. The game keeps both your arcade and adventure game skills alive in fighting Trean guards and solving some puzzles. The graphics tend to remind you of a comic book as you play the game and the soundtrack for *Dan Dare* is worthy of a listen. All in all, as a member of Electronic Arts' new low-priced software line, *Dan Dare* gives you what you paid for and a whole lot more: a real-time challenge, unique characters, graphics and playability that do not grow old after finally defeating Mekon.

Entertainment Calendar

Music

Empire Rock Club

Roosevelt Boulevard and Princeton Avenue
Philadelphia, Pa.
215-339-6101

Sept. 11 — Chorr Boys
Sept. 12 — Smash Picture
Sept. 13 — Metal Wolf
Sept. 16 — Ash
Sept. 17 — Harpo

The Spectrum

Pattison Place
Philadelphia, Pa.
215-386-9000

Sept. 12 — 1/2
Sept. 22, 23, 24 — The Grateful Dead
Oct. 11 — Lynyrd Skynyrd

Tower Theater

18th and Ludlow streets
Upper Merion, Pa.
215-627-8034

Sept. 15 — Crowded House

The Mann Music Center

Philadelphia, Pa.
215-878-7707

Sept. 11 — James Taylor

Film

The Free Library of Philadelphia

Central Library, Logan Square
Montgomery, Auditorium

Sept. 15 — "Dance, Girl, Dance"

Art

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Through September 20 — *Federal Philadelpia 1783-1823: The Athens of the Western World*

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STATIONFALL

UPPER CASE IN THE LOWER CASE TO ADVANCE



THE LURKING HORROR **** INFOCOM C64, 128, AP, AT, AMIGA, MAC, IBM, ST

As a student of G.U.E. Tech, you are working late at night on a term paper that is due tomorrow. When you try to edit your file, you find that it has been replaced by a lot of gibberish and suddenly you find yourself in the midst of some kind of ritual. Upon awakening from your nightmare, you are holding a strange rock that you had in your dream. Was it really a dream? You decide to explore the campus and what you find is enough to keep any college cued up at night.

The *Lurking Horror* is a recent release from Infocom and the latest work of interactive fiction pioneer Dave Lebling. It is also the first horror game from Infocom and so far has done quite well on the market. There are many strange beings to meet in *Horror*, including a slime creature, an evil professor, a stereotypical hacker and a bothersome maintenance man. The descriptions in the game are especially useful in this all-text adventure game.

Written deliberately in the style of H.P. Lovecraft and set in a Stephen King world, *Horror* lives

STATIONFALL is an interactive fiction program in which you are enlisted in the Stellar Patrol. Your assignment is to travel to a nearby space station to pick up a supply of trivial forms. Your companion for the journey is the mischievous, playful Floyd. The space station is deserted except for an ostrich, an Arcturan halloo creature and a brainy robot named Plato. The captain's log describes a sudden breakdown of machinery and even Floyd begins acting oddly. **STATIONFALL** is a sequel to Planetfall, although previous experience with Planetfall is not necessary. **STATIONFALL** runs on all Macintoshes and is priced at \$39.95. Contact: Infocom, Inc., 125 Cambridge Park Dr., Cambridge, MA 02140, (617) 492-6000.

CIRCLE NUMBER 158

PICT-O-GRAPH gives you three ways of creating graphs using pictures. Adding lets you display different quantities of an image, e.g., a row of people. The filling method colors in a percentage of an image, e.g., a bottle of wine. Stretching increases or decreases the length of an image, like a person's height. Data for the graphs can be entered into the program using a spread-

sheet-like grid, or imported from spreadsheet or word processing programs. Then it is sorted, transposed or manipulated. **PICT-O-GRAPH** graphics are stored in ready-to-use libraries and you may also create personalized images. The program is priced at \$195 and runs on a Macintosh 512K, 512Ke, Plus, SE and II. Contact: Cricket Software, 30 Valley Stream Pkwy., Malvern, PA 19355, (215) 251-9890.

CIRCLE NUMBER 157

ICON-IT puts the power and convenience of an icon bar into virtually any application by allowing you to assign familiar icons on a floating icon bar to represent frequently-used menu items, desk accessories, FKEYS and even Excel and Tempo macros. It includes over 30 predesigned templates for the most popular programs, or you can easily create a custom icon bar with the built-in editor. On-line help is always available. **ICON-IT** runs on all Macs from the 512K to the Mac II. The program's introductory price of \$59.95 expires Oct. 31, 1987, after which it will cost \$79.95. Contact: Olduvai Software, Inc., 6900 Mentone, Coral Gables, FL 33146, (305) 665-4665.

CIRCLE NUMBER 156

DATASCAN enables you to recover numeric data from printed graphics for databases, replotting or analysis. Graphics can be read from ThunderScan, AST, Abaton and Microtek digitizer files. Or they may be pasted from other programs via the Macintosh clipboard into any MacPaint-compatible program. Utilizing its variable interpolation feature, **DATASCAN** transforms the MacPaint or digitizer file into a standard text file with X,Y coordinates. **DATASCAN** runs on 512K Macintoshes. It is priced at \$199. Contact: ISS Design, 531 W. 8th St., Plainfield, NJ 07060.

CIRCLE NUMBER 159

TEXTTERM+GRAPHICS is a communications program that offers VT100 emulation with fast text display and reverse scrolling; a built-in text editor; text, Xmodem and Kermit file shipping; copying and saving of text or tables, and large screen support. Using **TEXTTERM+GRAPHICS** eliminates the need to switch between a word processor and terminal program to read and compose electronic mail. It provides Tektronix 4014, 4010, 4012, 4006 and 4105 graphic terminal emulation with MacPaint, PICT, LaserWriter or ImageWriter output. **TEXTTERM+GRAPHICS** is priced at \$195 and runs on Macintoshes with at least 512K. Contact: Mesa Graphics, Inc., P.O. Box 600, Los Alamos, NM 87544, (505) 672-9988.

CIRCLE NUMBER 160

AUTOSAVE is a desk accessory for writers, programmers or other people who need to save their work on a regular basis. **AUTOSAVE** automatically saves the current file to disk from any application. The time interval between saves can be set from 1-60 minutes and, like other desk accessories, it can be turned on or off at any time. The program is compatible with virtually all Macintosh software. It is priced at \$24.95 and runs on a Macintosh 512K, 512Ke, SE or II. Contact: Magic Software, Inc. 1706 Galvin Rd. S., Bellevue, NE 68005, (402) 291-0670.

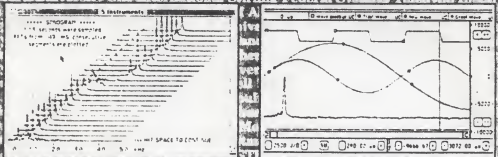
CIRCLE NUMBER 161

COPY II VERSION 6.5 supports up to three 3.5-inch drives on the Mac SE. It also improves the File Undelete command by allowing you to recover file name, type, creator and date when undeleting files from floppy disks on a Macintosh Plus, 512Ke or SE. A file called CPS TagFix, when transferred to the boot drive's system folder, will automatically fix a bug in Macs with 128K ROMs

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CIRCLE NUMBER 17



ANTIC
SAN FRANCISCO, CA.
M. 100,665
SEP 1987

LURKING HORROR, STATIONFALL

(text adventure games)
Infocom Inc.
125 CambridgePark Drive
Cambridge, MA 02140
(617) 492-6000
\$34.95 each, 48K disk

If you're a Stephen King or H.P. Lovecraft fan, you'll feel right at home with **Lurking Horror**, Infocom's first interactive horror story. You'll enter a world more terrifying than your worst nightmares when you enroll at the George Underwood Edwards Institute of Technology (Goosey Tech). You'll hear about the decrepit underground tunnels, and you'll vow to avoid them—but one night in a blizzard you'll have no choice.

In a less frightening vein, Planetfall author Steve Meretzky's unforgettable robot Floyd returns. As a member of the Stellar Patrol, your heroics in Planetfall got you promoted from Ensign Seventh Class to Lieutenant First Class—on the paperwork task force, which is about as interesting as it sounds. You've been given the challenging task of picking up a supply of forms from a nearby space station—sounds dull, until you meet up with Floyd. This becomes no routine mission.



A+
NEW YORK, N.Y.
M. 115,000
SEP 1987



Infocom's
The Lurking Horror
interactive-fiction horror
story

THE LURKING HORROR

The Lurking Horror is Infocom's first interactive-fiction horror story. As the main character in the game, the player is enrolled in the George Underwood Edwards Institute of Technology and during a storm is drawn into the dark, nether regions of the institute by a strange force. The institute reputedly has basements and storage rooms containing rotting piles of unidentifiable junk and decrepit underground tunnels that are crumbling into hazardous piles of concrete.

List Price: \$39.95

Requires: Apple II Plus, IIe, IIc, or IIGS; 48K RAM; one 5¼-inch disk drive.

Not copy-protected;
mouse optional.

Infocom, Inc.
125 Cambridge Park
Drive
Cambridge, MA 02140
(617) 492-6000

CIRCLE READER SERVICE NO. 509

Critically Speaking...C64/128 Compatible

DEFENDER OF THE CROWN (★★★★★1/2) comes to the Commodore 64 and 128 with the heraldic splendor and graphic beauty of the original Amiga version amazingly intact. This is the first Cinemaware "interactive movie" by *Master Designer Software* (distributed by *Mindscape*) for C64/128 computers, and the design team has certainly proven itself capable of coaxing the very best in visual and sound effects from the 8-bit environment, just as they did with the Amiga. The game itself is something of a hybrid: a little of role-playing adventure, some action gaming demanding eye-hand coordination, and quite a bit of strategy gaming. As with all Cinemaware productions, **DEFENDER OF THE CROWN** is inspired by the movies and at the same time pays homage to them. (Hence the name, "Cinemaware.") The inspiration here is the great succession of adventures about the character of Robin Hood, who plays a supporting role in this game. (Robin Hood can be called on to help in your attacks of the Normans three times during the game. In **DEFENDER OF THE CROWN**, history and legend are interwoven in a tale of Norman conquest and Saxon defense in 12th century England.

Saxons Vs. Normans

The game begins with a musical flourish, and your first act is to choose one of four Saxon knights as your character. Each has a different combination of leadership, jousting, and swordsmanship skills, so your choice has a lot of influence over your chance for success in the game. A brief meeting with Robin Hood tells you that the king has been murdered, leaving England's throne empty and the land in turmoil. Along with your fellow Saxon knights, your goal is to defend against the encroaching Normans and attempt to capture all of their castles in order to win the throne for yourself. The map of England shows the distribution of territories (different each time you play) and takes you to the initial decision-making stage. You need gold to buy armies, knights, and catapults (and castles later in the game). To get gold, you need land holdings, so your first moves should be to acquire territory. Besides, if you don't grab a few neutral territories right away, you'll soon have Norman armies at your doorstep and no chance of winning. (The Normans overran the Saxons quickly and mercilessly the first few times we played.)

Strategy and Dexterity

If you can hold the Normans at bay for a few turns and build your army, you can begin to think about conquering Norman-held territories, raiding Norman castles, and even laying siege to the enemy's strongholds. (But while you're out battling Normans, don't forget to leave men guarding your own castle garrison.) Strategic choices, not joystick dexterity, determine your success on the battlefield. Raiding the castles involves some strategy but mostly skill with the sword, as you must fight your way through guards in the courtyard and then in the castle itself. (The scene inside the castle, with swordsmen's shadows projected on stone walls by flickering torchlight, is one of the prettiest in the game.) It is also possible to win lands or increase fame and leadership ratings by winning a jousting tournament. This calls on joystick skill, requiring precise timing and aim to hit the center of the oncoming knight's shield with the tip of your lance. Woe be unto you if your lance strikes your opponent's horse, though. This breach of chivalrous conduct will cause you to be banned in disgrace from jousting, stripped of your lands, and returned penniless to your castle. This happened to us when we were finally winning against the Normans, and it was the beginning of our eventual downfall in that particular game.

Action and Romance

One of the action sequences we enjoyed most in this game was the catapult scene when you lay siege to a Norman castle. We had great fun lobbing boulders, fire bombs, and disease bombs at the castle walls in preparation for the final attack. We also enjoyed the opportunity to rescue a Saxon lady kidnapped by the Normans, which is one of the random events that may or may not come up in a particular game. This sequence calls on your swordsmanship skills and rewards your success with a poignant love scene between the rescuing knight and the Saxon lady. The love scene is just a bit more erotic than the similar one in the Amiga version of **DEFENDER**, although it is certainly well within the bounds of good taste. Romance is seldom portrayed in computer games, and it fits perfectly within the theme of this game.

Splendid Music, Beautiful Graphics

We found it very easy to become caught up in the story of **DEFENDER OF THE CROWN**. The splendid music sets the mood from the

opening and helps maintain the feeling of being part of a movie-like story. The graphics are beautifully detailed and realistic, which pulls you into the story even more. The game combines strategy, fantasy role-playing, and action in such a way that no one element overpowers the others. It can be played to completion in an hour or less, although that does not mean it can be easily won in that time. The overall difficulty of the game has been increased for this version, making it more challenging than the original Amiga version. Even with the increased challenge, though, the game is never heavy or overly complicated as some role-playing adventures can seem to certain players. In fact, adventure gamers expecting a months-long process of exploration and puzzle-solving will not find it here. **DEFENDER OF THE CROWN** is story-telling in which you direct some of the action and star in its climactic moments. Certain elements are random, so no two games are exactly alike. It is a different kind of gaming that we found very appealing. (Solo play; Joystick.) C64/128 version reviewed; also available for Amiga at \$49.95. Coming soon for IBM (\$39.95), and for Apple IIGS, Atari ST and Macintosh (\$49.95). Recommended. (MSR \$34.95)

Critically Speaking...Multi-System

STATIONFALL (NA/★★★★) by Steve Meretzky for *Infocom* is a sequel to "Planetfall" and brings back the character of Floyd, the lovable robot. (It is not necessary to have played "Planetfall" to enjoy the sequel, however.) The action in the sequel takes place five years after you saved the planet Resida with Floyd's help, which led to a promotion in the Stellar Patrol. Unfortunately, the promotion only moved you from pushing brooms to pushing papers. Absolutely nothing interesting has happened to you in five years, and it looks like more of the same now that you're a member of the paperwork task force on this insensibly bureaucratic planet. Your current assignment: head for Space Station Gamma Delta Gamma 777-G on an emergency run for—what else—more forms! Specifically, a supply of Request for Stellar Patrol Issue Regulation Black Form Binders Request Form Forms. Things begin to look up, though, when you find your old friend Floyd in the robot room. His childlike glee at seeing you again is the high point of your day—your whole year, for that matter. And so you and Floyd head for the space station after a few rounds of one of Floyd's favorite games, *Hide-and-Seeker*.

Deserted Space Station

The space station is main focus of the story, for you and Floyd find it deserted when you arrive. The captain's log mentions machinery breakdowns. Floyd finds a friend on the station, a very intelligent robot named Plato. But some alien force seems to have the power to turn machines against humans in this place. Plato is affected, and even your cheerful little buddy, Floyd, starts acting strangely. There is obviously a mystery to be solved if you hope to survive. Fans of "Planetfall" or any of Meretzky's other works of interactive fiction are sure to appreciate the humor, the puzzles, and the ultimate warmth of this story and its irresistible character of Floyd the childlike robot. (Solo play; Keyboard; Blank disk required.) Available for Amiga, Apple II, Atari ST, Atari XE/XL, C64/128, IBM, Macintosh. Recommended. (MSR \$39.95 except Atari XE/XL, C64/128 at \$34.95)

THE LURKING HORROR (NA/★★★★) is a departure for *Infocom* and the story's author, Dave Lebling: a modern horror story inspired by the works of H.P. Lovecraft and Stephen King. You are cast as a student at the mythical G.U.E. Tech (modeled loosely on M.I.T., the training ground of so many Infocom authors). Late on a snowy night, you are working on a term paper which is due the next day when you seem to slip into a dream state. From that point, reality and fantasy blend, and a strange force seems to lure you downward into the catacomb passages of the G.U.E. basements. There you meet the dread creatures of your worst nightmares. Unknown horrors hide in every corner, but you must explore them all and solve the clever puzzles. The descriptions are so vivid that you may have a few nightmares of your own! The tension builds and explodes—and then builds again. This is irresistibly heady stuff, especially for anyone who enjoys reading horror stories. No horror story you read in a book could ever be quite

an Apple, a Commodore or an Atari, you won't find it at your local college. Your local computer store may be your only alternative.

Because August is the month when most schools begin registration for fall courses, now is the time to investigate the offerings at local colleges. But because most community colleges are very flexible in regard to registration, don't assume it's too late to register even after classes begin. Here's a sampling of the offerings of a few colleges to start you on your way.

City Colleges of Chicago

Each of the eight city colleges offers some courses in

2 Infocom text adventures explore the lower depths and outer space

By Steven Kosek

Infocom continues to maintain its status as the premier publisher of text adventures with two new titles this summer: "The Lurking Horror" and "Stationfall." Both games are available now for most computers. Prices range from \$34.95 for the Commodore 64/128 to \$39.95 for the Apple Macintosh and Atari ST.

"The Lurking Horror" is tailor-made for the Stephen King crowd. The game casts you as a college student inexplicably drawn into a maze of slimy corridors and crusty storage rooms beneath the computer center of the George Underwood Edwards Institute of Technology. Hidden deep beneath the campus is an evil presence that only you can stop—if you have

NEW SOFTWARE

the stamina and can keep your wits about you.

"Stationfall" is a sequel to Infocom's earlier hit "Planetfall." In the original, you played the role of janitor on a starship. Presumably, your success in that adventure

has gotten you promoted to pencil pusher. Your mission in this game is to take Floyd, your convivial robot companion, and obtain a shipload of administrative forms from a space station. When you arrive, you discover a disturbingly empty outpost, an abandoned alien vessel, an ostrich, an Areturian balloon creature and a bookish robot named Plato.

data processing, ranging from beginning courses to advanced research courses. Over the next two weeks, with the next term beginning right after Labor Day (Sept. 7), registration for that term is in progress and will continue through the first week of the term. Some typical courses are Microcomputing I, an introduction to microcomputers and software; an introduction to Word Processing. Classes are also



Illustration by Tony Giff

available for children. An eight-week noncredit course for adults requires only one hour of study per week. Noncredit courses are offered at \$5. Scheduled classes from college to college; many courses are offered at night and on weekends.

The computer program at Richard J. Daley College on the Southwest Side is fairly typical. The computer lab has 30 to 40 machines. Classes are conducted in the

You needn't have completed or even played "Planetfall" to enjoy the sequel. As an inducement to first timers, however, Infocom includes a coupon to order the original for \$14.95. Hard-core Infocom addicts should also be alert to several price reductions on popular titles. "Wish-bringer," "Deadline," "Witness," "Star-cross," "Suspended," "Infridel" and "Seastalker" are all priced now at \$14.95. For more information, contact Infocom at 617-492-6000.

•••

The text adventures and fantasy role-playing games popular on personal computers require mental rather than digital dexterity. Unfortunately, even the fleetest minds are often stumped by the complex puzzles in these games. Recently a reader

Noncredit courses are available on numerous computer topics, which vary from term to term. Microcomputers for Home and Business, Spreadsheets for Home and Business, Spreadsheets for Business, Database Management for Your Business, and IBM Word Processing with PC-Write. Courses vary in length. The word-processing course involves 8 classroom hours, the spreadsheet course, 16. The database course costs \$50 per course. You can register through Monday, August 14.

One-credit courses are also available within the degree program. These require a demonstration of basic reading, writing and math skills. Courses include introduction to IBM PC and DOS; database I, Lotus 1-2-3; database II, dBase III; database III, dBase IV; and courses in Basic III and intermediate and advanced BASIC.

The in-district cost of one-credit courses is \$27 plus a lab fee averaging \$12. Students meet for 16 hours

Continued on following page

of this column asked for help with "Ultima II," and several students at Northern Illinois University, where I demonstrated Douglas Adams' "Hitchhiker's Guide to the Galaxy," called several times for help with that game.

In fact, help is available in a variety of forms. For Infocom games, InvisiClues booklets are available directly from the publisher. You can also find them at some bookstores and at software stores such as the Electronic Boutique in the Yorktown Shopping Center. Most are priced at \$7.95, a few at \$9.95.

Electronic Arts publishes clue books for "The Bard's Tale" and "The Bard's Tale II" at \$12.95 each. It also has a "Star-

Continued on following page

Chicago Tribune 8/21/87

Outside Testing

1C 64
Apple IIe2

IBM PC

3IBM PC
IBM PCjr
ATARI 800XL1Macintosh
Apple2

Apple IIc

1

Atari 400

4~~Apple IIe~~
~~Apple IIc~~
IBM-PC access
↑ send this5~~Apple IIc~~
IBM-PC
↓ send this1

Atari 520 ST

3

Apple IIc

1

IBM clone

1

Apple IIc

February 17, 1987

Dear Stationfall Beta Tester,

Enclosed you will find a copy of Stationfall. In addition to the disk, you have been provided with a copy of the *Preface to the Story*, and several maps and forms which will come in handy as the need arises.

When you are finished, stuff your report and bug sheets, along with the disk, in the enclosed Manila envelope and **return it to us by March 16**. Please do not bother to return the photocopied materials. Standard mail takes about 4 days to reach us.

As you play the game, please note bugs, typos, anything you felt didn't make logical sense or was obviously not meant to happen. Feel free to comment on the difficulty or ease of specific problems, and please let us know which ones you especially enjoyed or disliked.

Testers failing to return **all** Infocom materials within a reasonable timeframe will be discontinued as testers. Stationfall is a standard level game, so you may find some puzzles difficult. If you get stuck on a problem or find something which prevents you from finishing the game, call Tom Bok, in Product Testing at (617) 492-6000 x208, collect. Since he is responsible for this phase of testing, he may be calling you occasionally to see how you are coming along.

As a "thank you" for testing Stationfall, we offer any one of our games to you. Please write in your choice on the Game Request Form enclosed. For those of you who already have all of our games, we are looking into offering Activision games also. We will keep you posted.

Please remember that you have signed a non-disclosure agreement. So do not copy or loan this game to **anyone**. As a means of preventing piracy your disk has your name embedded in the code and if you should give this game out, we'll have no problems finding out.

Thank you,

Liz Cyr - Jones

Liz Cyr-Jones
Quality Control Honcho



STELLAR PATROL OF THE THIRD GALACTIC UNION

1. getting into village easier than Lawanda. s game
seems smaller ~20 hours, no hints
2. More new Floydisms
3. Less useless rooms }
More red herring objects! }
4. Ending game "too fast" -- ✓ 1/3 the scores in 1/10 the playing time.
was looking forward to exploring below decks
5. Wanted to access computer, read spools
6. Wanted to finish his mission (forms) *message from Duffy*
7. Blasting grating shouldn't work but
Should have its own response.
Destroy dome, killing you?
8. Three similes in final scene. ✓
9. Likes Barbershop
10. Mislead player -- housing at Dome =
Refueling Equipment instead
of Elevator Override equipment.

Bugs

Space truck (maneuvering)

→ wait

... the bay's anti-grav comes on

- What about Forums?
- More objects, less rooms
- Let us see computer work
- New phrases for Floyd.
- Less similes

↓
example "saucer-eyed"
rather than
"eyes wide as saucers"

- Plato reaches last page of his book twice in a few
minutes

- Why can't I "go through" blasted open sidewalk
in Holding tank?

Comm Center

- "... Comm Center must be monitored..."

- "I don't know the words, 'Theatre or auditorium?'"

Pet Shop

→ Search shop

You can't see any shop here

Theater

→ Sit down

You are now in the projection booth

Brig

→ Look in cell

You can't look inside a cell!

Level Three (floating)

→ Drop leach

You can't see that
here!


Library

→ Repair computer

There was no verb.

Docking Bay #1

→ Examine alien ship
totally ordinary looking


March 5, 1987

Tom Bok
c/o
Infocom
125 CambridgePark Drive
Cambridge, MA 02140

Dear Tom,

Well, this one we finished well ahead of time for a change. You may have heard of the contretemps when we left a private message saying so for Brian Moriarty on Compuserve and he, not knowing it was private, thought we had blabbed it to the world. (All straightened out within the hour, though.)

Stationfall is an extraordinarily clean game. We found very few errors of any kind in it, and most of them seem things easily patched. It hardly seems worth a gamma test. Congratulations on that score to Steve and all involved.

Congratulations to Steve again for another breakthrough in the art of interactive fiction. Mind you, many people will be upset, even angry, about the ending, but we have little to complain of there but a minor fault in presentation: the transition from the pain, shock, and hope of the last sentence to the standard boilerplate about completing the game and the options to restart, restore, or quit is too abrupt. At first we considered an epilogue mentioning what happened next: presumably the hero is finally picked up and given another promotion, or perhaps we could have a view of a robot's funeral. The former possibility, however, we could not see a way to make non-anticlimactic, and the latter seemed to require too much exposition. In the end, we decided that it would be sufficient merely to flush to **MORE** when Oliver speaks, requiring the player to explicitly act to bring up the score, etc. Ideally, the screen should be flushed again, so that the boilerplate is presented quite alone on the screen, putting a clear fence between the "story" and the "game".

As I discussed with you over the telephone, there were a few minor problems with the package inserts. Most seriously, the view of the docking ports from the front must present the aspect of a circle if, as all the other drawings indicate, their surface is a plane. As a much less important flaw, the figure for volume assumes that the entire sphere is present. It would actually be somewhat less, by the volume of the spherical cap removed to make the ports. Also, the word superceded is misspelled "superceded".

We also thought the madness in the "fine print" might segue into sanity at the end, to fool people who look at the bottom first.

The spacecraft activation form refers to the "Captian [sic] Zowie model."

Now on to the problems with the game proper.

The game text, referring to your past history with Floyd, is written in such a way that it seems to imply that you left Resida aboard the Duffy; the ship that actually picks you up at the end of Planetfall is the Flathead, and I felt a slight rewording would make it look less like an error.

When you move through the opening of the game quickly, the coordinates given in the documentation don't work. Times before 4800 or so seem off.

Listening to the library spools, you hear the voice change in "timber [sic]", which should be "timbre".

It is confusing not to be able to read the "writing" on the elevator override box -- or anywhere else.

You can be told "You're already carrying as much weight as you can manage" when in free fall. It should be rephrased "You're already manipulating as much mass as you can push around," or something to that effect.

It shouldn't be possible to carry the bowl of soup into zero-gee at all. The liquid would, almost immediately, form a sphere and float away.

The ID-altering machine is described as "jerry-rigged". "Jury-rigged" and "jerry-built" are normal usage, but "jerry-rigged" is not. "Jury-rigged" would be the more proper in this context.

You cannot "drill through" anything.

"Spacesuit", as a single word, is not recognized.

There is a "small label" on the CO₂ bottle, but "Read the small label" gives you the "tiny label" from the vial of explosive, at least when both are present.

Is the strong box "floating", as it says when you look around the room, or is it "fastened down", as it says when you attempt to take it? I suppose it could be fastened with a chain, but if it is, the text should say so.

You can use the drill even when it's in a container and the container is closed. This is probably the most serious bug we found, except for the coordinate problem at the beginning.

When you let go of the balloon creature, it "floats downward until its [sic] back at around eye-level."

"Hatch" should be acceptable for the airlock doors.

Climbing down the ladder from level seven to level eight you "discover discover [sic]" that the way is blocked.

The description of the Opium Den mentions "a sign on the wall a door to the south", sans conjunction.

The Ostrich can evidently warp time, because it can stick its head into a dispenser that you previously vaporized if it then happens to see you vaporize a welder in the PX.

And speaking of vaporizing welders, the "wave of heat" that hits you doesn't seem hot enough to affect dry ice in the bottle, as perhaps it ought to.

That's the whole of it. A remarkably bug-free production!

In fact, we found this game to be staggeringly well-crafted. All the puzzles were fairly easy to figure out, yet none was so simple as to be boring. The game was tightly done in terms of amount of time available to accomplish it, but not time-dependent, the way the mysteries are, and loose enough to allow you to see and do everything before your time runs out.

The emotional impact is another thing all together. I (Eleanor) cried half the night after I'd finished. Anyone who does not feel like crying at the end has a heart made of stone. In Planetfall, you cried and then had an incredible adrenalin rush as you raced towards the end. Here, you get the adrenalin rush, then you cry. It makes it hit all the harder. Please, please, PLEASE do a sequel with Oliver. I know, I know, how do you top being an Intergalactic Hero? I don't know how, I just know I want a chance to get to know Oliver in a fun, exciting adventure, preferably where no one gets killed.

Very truly yours,



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IS STRICTLY FORBIDDEN BY THE STATE.**



**AUTHORIZED
FOR AUTHORIZATION**

Upon completing my mission I have to fill out this form so I am. I though my mission was a typical example of my adventurous nature, and in my opinion I think I deserve a promotion. Perhaps Commander, or even admiral. (I think I deserve at least annother sequil game!) The only reason I feel I can safely say this is that no one ever reads these reports they just pile up in corners. Well now on to more important details. When I was on the station in the Theater I tried to go into the projection booth. It did not seem very real to me. It was even more confusing that even though the description for the room didn't change I still had to 'get out of the projection booth' before I could go anywhere. Also when I was in the Mess Hall the goo and the broth appeared to be the same as the food processor machine as in 'which food processor do you mean? the Goo the Broth or the Food processor?'.
**AUTHORIZED
FOR AUTHORIZATION**

The next problem I encountered was that of sleeping. The safest place that I could think of to sleep in is the Spacetruck. When I slept there I was attacked by a marauding hull welder. This did not seem posible to me as I had closed the hatch earlier. How can a hull welder open

THIS IS THE FINE PRINT ON THE FORM AS QED'D IN THE LAST PART OF THE HANDBOOK OF THE THIRD GALACTIC UNION. I CAN'T FIND ANYTHING TO SAY HERE SO I'M GOING TO TELL YOU ALL ABOUT MY LIFE IN THE SPACE REMAINING TO ME. I WAS BOORN IN THE UNFASIONABLE WESTERN SPIRAL ARM OF THE HILKY WAY. MY PARENTS WERE A TEST TUBE AND A PETRI DISH. THEY LIVED AND EVENTUALLY WERE BROKEN AND ENDED UP BURIED SOMEWHERE UNDER SIX FEET OF PAPERWORK. I GREW UP AT THE NORMAL RATE AND HUNG OUT A LOT AT THE EVIL DRONE DOOZ-A-RAHMA WITH MY FRIENDS LEFTY GOLDBLAT AND HIS BROTHER BLOOD-FLESH SLAUGHTER-KILL. WE DID THE USUAL CRIMES AND I WAS SENTENCED TO WRITE GROT LIKE THIS ON THE BOTTOM OF SHALL FORMS. SO THAT'S MY LIFE STORY. DEPRESSING ISN'T IT. SO I HAVE TO SPENXD THE REST OF MY LIFE BEHIND MY TYPEWRITER. ARRACH!!!!!!!!!!!!

a secured hatch when it can't even roll through a electric eye door. This brings me to the problem of charis! There don't seem to be any! They are indicated on the maps! Also you can't use the restrooms or showeres! Do you realinx how hard it is to save the Universe without a decent shower!

I finally infiltrated the space village and found a strong box floating in mid air while still fastened securely fastened to the deck! This must be some new kind of strong box I was not previously aware of. Did you know that you can't smell anything while you are in your space suit except the detonator going off (even in outer space!)

There were a few other things that I thought were interesting. For example the Headlamp goes out after several rounds. This really annoys me! I really hope there are no Grues in space!

Also my space suit never seems to run out of air, while the headlamp runs down easily.

The bit with the balloon creature was by far the most fun part of the game. I really enjoyed the smelly descriptions that came with my new pet.

Plato was sort of a wasted character. He never fully develops into his full potential. Floyd also had some bugs. One round he can be running his rather limited set of pre programed actions, and the next round he can be mean and vicious. (Something locicly wrong here) I was nice being with Floyd again after so many years, but they

HERE IS ANNOTHER OF THE FINE PRINT SECTIONS THAT NO ONE EVER BOTHERS TO READ. ACCORDING TO THE HANDBOOK OF THE THIRD GALACTIC UNION. SO WHAT SHOULD I SAY? HMMH. WELL HOW ABOUT TALKING ABOUT MY FAVORITE PET AND LIFE LONG COMPANION, YES THAT WONDER OF THE PET WORLD THE PART BALLOON. MY FAVORITE ACTIVITY IS FEEDING HIM SPBBES FROM A SPRAY CAN. I WATCH WITH ELECTRIFYING FASCINATION AS HE FARTS HERE AND THERE GATHERING THE SPBBES UP. HE IS SOO MUCH FUN. I LIKE TO LIGHT MATCHES AND SEE IF I CAN SET HIM ON FIRE HA HA HA HA HA HA!

Just don't build robots like Floyd anymore.

The Diary should have also been hidden in a locked drawer, and not in plain sight. The bit with the reader in the library was great. So terrifying! You guys really did a great job on the flavors of goo this time (loved the grey goo)!

The form form materials I was provided with had a few mistakes also. First on the Robot Request Form in the second large paragraph you have 'purposed' I think it should read 'purposes' and on the Transport Request Form, how can you have a 'one person ambasodorial shuttle'? Don't ambassadors always have someone to drive them around? Alos About the scooter it's spelled Captain and not captian I think.

This game worked the smothese of all of the games I have tested so far, and I see know reason why this game should be changed, except in the ways noted above. I laked Planetfall a lot and I like this game even more.

I hope I can continue testing your great games and I look forward to recieving the final version of Station Fall when It comes out.

One last note, I still don't see why I can't just go down the elevator shaft.

Best of luck on this your latest project. I think it's a winner.

AUTHORIZED
FOR RUBBER STAMPING

AUTHORIZED
FOR AUTHORIZATION

STATIONFALL

OVERVIEW

YAAAHHHOOO! Yipee! Whee! Oh oh oh oh oh oh oh oh oh oh oh oh! Yeeaaah!

Oh! Oh oh oh! This game is hot, this game is scorching hot, this game is on fire and burning everything on my desk, this game is every positive adjective I can think of at the moment! Oh! This game is... WOW!

Lemme say this right off: I've had the game for a only short while now and I'm more excited about it than I've been by any adventure for a long, long time. Since Deadline, I think or maybe even Zork Itself. Oh! The plot, the size of the thing, the robots, and the end have me completely entranced! Oh! (Just an aside here: expect a lot of that word from now on...) Oh! I have not been this... thrilled by a game in a long time. I am completely enchanted. Totally taken. I think I'm in love.

What I like the most:

The plot: The hints you give toward it are excellent. Textbooks should use the game for examples of foreshadowing. The microph-something that the blood stained note hints at, the log tape, the welders, the missing people. Fantastic! That plot itself is better than the last four dozen sci-fi stories I've read.

The size: The game is huge! I count at least 95 rooms. That's bigger than any standard game I can think of. I like

exploring, and even if each room has only a brief description, it's worth checking out. The "village" was a brilliant, realistic idea. The station is terribly realistic in its layout, even its shape makes sense. Somebody did a lot of homework, and it really shows.

The robots: Floyd is even better than he was in Planetfall! I like the way you kept several of his old responses, but just about doubled his total vocabulary. And Plato! I spent half an hour just listening to them talk. Call me overly sentimental (OK, OK, you've had your fun) but I really was touched when Floyd had a picture of me in his compartment with "Frend" written on the back. (I realize that this game is eventually going to be mass produced and touch tens of thousands of other people, but it was still sweet.)

The ending... Oh, the ending is great. Great, great, sad, depressing, heart-wrenching, and great. Like Planetfall, it makes you do something you don't want to, but doesn't pull a happy ending. I'm not sure everybody is going to like this, but I think it's just wonderful. Poor, poor Floyd...

COMPLAINTS or...

Just General Bitching

My first little, itty-bitty complaint is that the game seems to resemble Starcross a bit too much. And even Planetfall, if you think about it (though that may be intentional.) It's a sort of Find-the-things-to-save-the-ship/planet/space station. Yet, despite the similarities,

Stationfall seems different: It's the only one where you are actually battling something purposefully evil, and that's a big difference.

Another complaint is the swipe you take at anti-drug campaigns. I'm completely in favor of the Satirization of Everything, and I realize that the "War on Drugs" has been way over-played, but I still took a slight moral offence at a slash at what I feel is a good cause. (Maybe this is what ole Jer Falwell felt like when LGOP came out...)

After playing a while, I've come to think that maybe the game is too big. I like lots o' rooms, but most of them don't seem to exist for any good reason. I think that you could cut out some of those suckers and replace them with more detail in others. For instance, you could cut out the Insurance Office, the Bank (maybe put the detector in the Field Office), and the Travel Agent and put in a clock in the briefing room or an answering machine in the mayors office. Little things like the radio that folks can waste time listening to.

Also, the ending of the game came sorta quick for me. After you get down the air shaft, you fry the exercise machine, shoot Floyd (Sob...), and put the foil on the pyramid. Maybe if there was a welder or two and the washing machine? Just a difficult puzzle at the end to keep you frustrated for an hour or so would make it so the ending wasn't so sudden. The "so close, yet so far" type of frustration.

After the game ends, the program acts like you died, asking if you want to restart, restore, or quit. I wasn't sure I had finished the game right because of that. Usually, Infocom's say "End of Session." after you win. It was a bit confusing.

Also, my ranking stayed at "Intergalactic Mega-Hero." It had been like that since 70 points or so, and I didn't know if it was supposed to go up like it usually does at the end of the game.

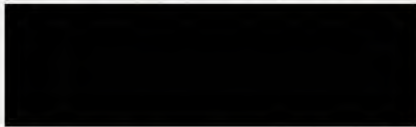
Or am I being stupid? That seems to be the case quite a lot...

CONCLUSION

In conclusion (and I hate to stop praising this game), Stationfall is wonderful, fantastic, great, super, bitchin', awesome, incredible, the best, every positive superlative in the English language. I just regret play-testing it, so I can't write a gushing review for a magazine... (Ah well... I guess I can live with it. If I'm strong...)

You guys have what I feel to be your best work in a long time here. Through a combination of plot, space, characters, and ending, you've created a classic.

One for the record books, guys. Great job.



P.S. I USED 14 EVALUATION ADJECTS IN THIS EVALUATION THAT SHOULD TELL YOU SOMETHING. (EITHER I LIKED THE GAME OR I HELL A LOT...)

Product Testing Report Form

INFOCOMProduct: Stationfall

Release: _____

Date: 3/4/87Tester: [REDACTED]Machine: Apple IIe

____ of ____ sheets

Comments: The game's puzzles are great - not too hard, and yet not too easy. It took me about 5 days to complete the game, but it was worth it. The ending actually made me want to cry - after romping around with Floyd through PLANETFALL and this sequel, I grew to

love the poor guy. One suggestion, however, that would really enhance the game for those who played PLANETFALL - while aboard the S.S. Duffy in the game's beginning, why not have Blather, dressed in janitorial garments, wander by with a look of embarrassment in his eyes? This would make most people rub their hands and laugh cruelly.

Overall, the game was great! I was dying to see what exciting adventures awaited me in STATIONFALL, and now I am totally satisfied.



Report on Station Fall

February 21, 1987 to March 9, 1987:

I have played the games Station Fall as to the best of my ability, and have found several things difficult to understand. For one thing, I kept running into a problem of figuring out how to enter the right coordinates, well once I figured that out, I had no problem getting to the space station, or moving about the space station. I could get into every level except 8 and 9. It was obvious that I was supposed to blast my way into the area, but I couldn't find any dynamite. I managed to replace the thing inside of the detonator, but that didn't help me any because I couldn't find any dynamite. I also had this slight problem with the fact that I kept starving to death. Every time I would go to the food unit, I got acid squirted at me. I tried reading the two film rolls, about how to fix the food unit, but I only got as far as the part where it said that I will die. I managed to explore the scientific unit, but found nothing of any interest there. I looked over the captains log, and found nothing of any

interest, aside from the fact that it appeared that the captain had been killed by his own welder. I found Plato, and was almost killed by him, except that Floyd saved my life. The garden was very nice, and I liked it although I could find no use for it. The safe seemed impossible to open, although I assume that there was a way to open it. I managed to drill a hole in the safe, but not in the floor. If the safe is supposed to be super strong, why could I drill a hole in it and not in the floor. I could not find any reason for the drill or the drill bits, although I assume that they must of had some purpose on the eighth and ninth floors that I have not yet gotten to. Up to here was the 10 of March, I decided to call Tom and ask him a couple questions about getting to the eighth and ninth floors, and about the security passes. More after I call and work on the program for a while.

March 10, 1987:

I made a quick call to your office, to answer the following questions:


1. How do I keep from starving to death?
2. How do I get to the eighth and ninth levels?

I got the answers to the questions, although they are not quite what I would have liked to of heard, they did. I figured out how to get the crumpled paper flat by using the steamer, and then got access to the sub-modules. I moved around the sub-module for a little while, while making a fairly accurate map of the module. I went back to the command center, and explored the other sub-module. (I went into the scientific module) After some careful

exploration I discovered that they were one in the same, but that the diplomatic module had a dirty tunnel connecting it to the village. I found the bag containing taffy, but that was as far as I got as to that moment. I still haven't found out where the key to the elevator override was, although I did manage to figure out how to get into the sub-modules, as I previously mentioned.

March 13, 1987:

This is going to be my final report. Overall I liked the games alot. There was a fair amount of adventure, but some things were a little to hard. I had a lot of trouble finding food, I kept starving to death. Getting into the village was a little difficult. Getting into the eighth and ninth levels was never done by me. I enjoyed wandering around, and was almost killed by Plato but Floyd saved my life. I died several times, but managed to eventually get there. Getting to the space station was difficult, I couldn't figure out the meaning of the code by which you were to enter them. I figured out that the code had something to do with the time, but when I eventually got the answer it wouldn't always work right. I had to try several times in order to get the spacetruck to go to the spacestation. I found that on the top screen the moves was all messed up, and that for some reason they would just increase at a random number. I enjoyed playing the games, and hope that you will keep me on as a game tester. Thanks for the experience, I enjoyed it.





Stationfall Report

This game is definitely a worthy sequel to Planetfall. I feel that the plot, puzzles, and even the overall mood follow in the tradition of its predecessor. Though the atmosphere seems just a touch more serious, at times there are wildly hilarious moments that really make the game a pleasure to play.

Before I proceed with the body of my report, I would like to make one comment regarding the scarcity of bugs in this game. I do not know if there were just very few bugs in the game, or if I was not looking in the right place, but I couldn't turn up very many at all, and there were no game-crashing ones whatsoever. The programming on this game seems to be sewn up tight.

This report will deal with all the major aspects of the game: setting, characters, puzzles, plot, and a final conclusion summing up my feelings toward the game as a whole.

The setting in this game is nice; the S.P.S. Duffy is dealt with skimpily, but as it has no real relation to the game itself it doesn't matter. I was particularly impressed by the space station's three-dimensional character, as it seemed to be the logical design, while the layout and contents of the station corresponded to that which could be expected in an actual space station. The Science Module, with its tiered laboratories, and the maintenance areas of the lower decks were all components that helped to create the impression that the station could truly work in reality and was real. The only suggestions I have in this area are to try to emphasize the outer walls of the station in those rooms bordering the hull, and to "flesh out" the barracks areas more. It is also confusing to me that the dead humans just "vanished", whereas the dead alien's skeleton still remains. More desolation in the station descriptions might add to the effect.

The village was incredible -- I never forgot it was a space-village, even though it corresponded in some respects to downtown in some Earth cities. The dismal, dingy, and deserted tone of the room descriptions really heightened the excitement, especially when you consider the fact that this area had to be thoroughly explored, step-by-step. And that leads me to the one suggestion I have for the village area: detail the open exits. I never did find the junkyard with the 20-prong fromitz board, even though it was not hidden in any way, simply because my map was crowded and I thought I had tried that direction before. The exit was sitting there, but I could not see it through my character's eyes. If these exits were detailed, I might have acquired the board without resorting to my call for help. The institutions and their descriptions, though, are

great -- they exude seedyness and it's fun to see what new shops you can find.

I may as well say a word or two about the characters in the story. The only two supporting characters, as such, are the robots Floyd and Plato. Plato was an interesting creation -- he seemed to be an intelligent, nice "guy". It is precisely that quality that endeared him to Floyd, and it was that quality that shocked me out of my wits when he threatened to kill me. The progression of his character, from a formal yet polite robotic companion to an aloof, condescending elitist to a murderous villain, was handled exceptionally well -- it was gradual, subtle, but I knew something was happening. It was really effective in inducing paranoia.

Floyd, too, develops as a character. Originally happy and carefree, he is forced to mature and change too, and when he is finally turned into the killer at the end, it is almost too much to bear. I realize the need for this takeover of his personality, even the need to sacrifice his life to save the galaxy. Floyd would have wanted it that way. But I don't want to have to kill him. Floyd's character is so endearing that to shoot him is almost unthinkable, which perhaps was what made the last puzzle so hard for me. Shooting Floyd made me cry -- maybe that was the intent.

On to the puzzles -- I'll go through them in order. But first I'd like to talk about the background information in the story. Whether from diaries, memos, logs, or taste-dots, the information was cryptic enough to be thought-provoking, while at the same time giving needed directions and fleshing out the story. This information is extremely valuable, is needed to solve most of the puzzles, and is one of the true high points of the entire game. Without such detail and information, the game would not have been half of what it is. I think a good job is done of getting the data across through the various means. It is not just given to the player in a block, but it isn't really hidden either. Now on to the puzzles themselves.

First there is the problem of how to enter the village. This is a simple, natural puzzle dependent on exploration, which is why I'm listing it first. As difficulty goes it was not that hard, but to solve it one had to really know the space station. And it required at least some background knowledge (from the log reader). Of course, the presser twist took a little thought, but by the time I encountered the need for it, I knew exactly where to go, so it was easily solved.

Secondly, there was the problem of getting security access. After getting the log reader information, I knew there would be some way to get a higher-access card from the village, so I wandered around until I found the machine, and changed my card with little trouble. This wasn't really a formidable puzzle, but it was interesting and fun to manipulate the

machine.

After this came the problem of acquiring the timer. This was considerably more difficult. The first step, of course, was to figure out you could shoot the strongbox and get the coin. No big deal. Then you had to buy the timer and get it stuck in the hole. I tried for hours to get that thing out of there by putting items in the hole, kicking the machine, cajoling Floyd, and even using heavy equipment (the zapgun and drill) on the vending machine. Nothing worked. Independently, I found the ostrich nip, and it struck me that if anything could dislodge the timer, the ostrich could. I lured it over and got the timer successfully, but solving this puzzle was as much luck as skill -- this is one of the tougher ones.

The next major difficulty was in getting the M-series hyperdiode out of the star. It took a long time to make the connection between the balloon creature and the spores, and it took even longer to figure out how to lure the scummy thing around without being flatulated on. (This gets my vote for Most Funny Puzzle, by the way.) After I figured out (by trial and error) that I could float when the balloon creature was in gravity, I knew that was how to get the star. I had discovered how to turn off the flame previously, so when the creature was scared I knew how to de-fear it. This problem, while difficult, was more tedious than anything else. Incessantly spraying the spores around took a lot of time, but there really isn't any other alternative. This puzzle was fun, and a bit more out-of-the-ordinary than most.

After that, the character should have all the components needed to detonate the explosive, except for the explosive itself. After several unsuccessful runs into and out of space, I tried taking the carbon dioxide bottle out into space, having found no other use for it. When I saw the carbon dioxide liquify, I immediately knew how to solve the puzzle. (Too bad it doesn't really liquify in real life.) After getting the drill prepared (no real problem there), it was a simple matter of hooking everything up and letting it rip. This puzzle was difficult due to its intricate nature -- so many time-oriented actions had to be coordinated, and so many items manipulated, that a mistake could easily botch the whole thing, and if something happened to be missing it was not always easy to tell. Perseverance solves this one in time, however.

After the player knows that platinum is needed, he must search around for it. Not knowing how the detector worked, I tried to point it at things, fine-tune it, and manipulate it in various ways when all I needed to do was walk around with it. I had to call for a hint on this one, too, as I was confused and had little time left. This puzzle is pretty straightforward.

Finally, there is the problem of using the jammer. I paid careful attention to the signs, so I knew how to use the jammer, but I had been unable to locate the fromitz board

before I called in, so was unable to solve this problem on my own. Assuming one has the jammer (not hard to find) and the fromitz board (could be easier to find with labelled exits), this should be easy.

And then there is the last puzzle -- "winning". I tried reason, appeals to mercy, giving gifts, sneaking, throwing things over Floyd, and even shooting for his gun in the best Wild West manner. None of it worked. So I shot him, although I didn't want to. And though I got the gist of this puzzle fairly quickly, I denied it because I didn't want to kill Floyd, and therefore it took longer for me to complete the game. Though I've won, I really feel as if I've lost, even with Oliver there. I have one suggestion for a change in this puzzle, if it is possible. Somehow cause Floyd's personality be transmitted through the altered computer system to be imprinted upon Oliver, and have Floyd be reincarnated in a shiny new body. Or not. As it stands, Stationfall is a story of sacrifice in the noblest cause, and Floyd is the true hero. Perhaps keeping him alive would defeat the message, if that is indeed the message. At all events, the ending is climactic, and really puts the pressure on the player and brings out the maximum of excitement.

Overall I would recommend this game without reservation to anyone who enjoys science fiction or adventure games. Superior in many respects (interconnectedness of puzzles, background information, etc.) to Planetfall, Stationfall is an excellent sequel to the first game. It is more like a real story than a game, especially in terms of its free-form, natural puzzles, matchless plot and character development, and extensive, realistic background information and setting. (I especially like the comparison of the pyramid to a "cybernetic bacteriophage", and the aliens' taste language. Little touches like those really add to the game.) Details have been attended to well; with the exception of the barracks areas I mentioned earlier, the station and all its contents are eminently believable. I really like this one, and I agree with the Standard rating.

Infocom
2300 Cambridgepark Drive
Cambridge, Mass

March 1, 1987

Folks,

Let's get right into this one. I'm going to concentrate on what's wrong with your science and let others worry about things that don't make any "ordinary" sense.

1) The elevator. Think about the last time you rode on an elevator. Close your eyes and remember what it felt like. When the elevator started going up, you felt like you were pushed down. When it got up to the floor you wanted and started slowing down, you felt a little light. The elevator had to overcome the inertia of your body as it started. When it stopped, your body wanted to keep going. In Stationfall we have a zero gravity elevator that stops suddenly. Going up, we expect our bodies to keep going up until something stops us. Generally, gravity is so strong that all we get is a light feeling. In a zero grav elevator the only thing that can stop us is the top of the elevator. We should be slammed against the ceiling or the floor when the elevator stops depending on which way we are going. Nobody would design an elevator that way. Now it does make sense to have a zero gravity elevator shaft but the elevator car itself MUST have a local gravity field or your crew will avoid it. Nobody enjoys pain.

2) The Carbon Dioxide. Wrong, wrong, wrong, wrong. Carbon dioxide will NOT liquefy at "normal" pressure at all. It goes straight from the solid to the gas phase. Now above 100 psia you can get the sort of three phase action described in the game. But that is far too high a pressure for a plastic or glass bottle. Gases under that kind of pressure are stored in steel cylinders. So, if you feel you must have solid, liquid and vapor Carbon Dioxide and that the player must see it, you'll have to invent a new material, such as transparent plasteel. Now the other consequence of a high pressure bottle is that if you open it, it should make a hell of a projectile. Imagine releasing an inflated balloon, except the balloon is made out of steel. Outside the ship, the bottle should go flying into space. Inside the ship, it should punch neat holes in the wall.

3) Carbon Dioxide part two. Solids and liquids are, virtually by definition, denser than gases. Thus the bottle full of gas condenses into a half empty bottle of liquid, and an almost entirely empty bottle of solid. Two liters of high pressure carbon dioxide will solidify into about 2 1/2 cups of solid carbon dioxide. You should have no trouble at all getting the explosive into the bottle of solid. What's more carbon dioxide, unlike water, contracts when it freezes.

4) Carbon Dioxide part three. There are three basic modes of heat transfer, convection, conduction and radiation. Only

radiation is available in the vacuum of space. Radiation is not particularly efficient especially with a cool source like a bottle of high pressure carbon dioxide. By my calculation, the bottle should lose 12.5 BTU/Hr/square foot of surface area. Given the amount of carbon dioxide that you have in the high pressure bottle, it should take about two hours to freeze. Inside the space station, we lose some of the radiation but we more than gain in back in convection and conduction to the air and our hand. So it should heat up much faster than it cools off. It should take about the same number of turns as it takes to get back to the safe.

5) Carbon Dioxide part four. The bottle of carbon dioxide that we bring back into the ship will be cold as the hub of hell itself. The pain carrying it will cause our bare paws will make being shot by a fusion blaster seem like a picnic.

This is not to say we should abandon the Carbon Dioxide solution. A few changes will make everything correct. Therefore, the "correct" solution (in the scientific sense) is:

Get the bottle, take it outside, (taking all the appropriate precautions of course) and tie it to a spare storage string. Leave it for a thousand clicks or until you can see that the Carbon dioxide has solidified. Any earlier and it vaporizes almost immediately and the bottle goes zipping off into space. Open the bottle. Get the explosive and put it in the bottle. Back inside, drop the bottle, remove the suit, drop the suit, put on the glove, get the bottle and head quickly for the safe with the open bottle. (If you close the bottle, the stuff turns into liquid and pressurizes the bottle. Then when you open it, it goes flying off with the explosive and you find it too late.) As you walk, you notice that the carbon dioxide is sublimating (turning from solid directly into vapor) and that a fog is forming near the mouth of the bottle. You return to the safe and everything proceeds as before. Scientifically correct and I think it is still an appropriate problem.

In case anyone is interested, I've enclosed a carbon dioxide pressure, enthalpy diagram with the sections highlighted.

6) The Bubble Beast. Cute but impossible. The creature itself is technically possible, though I have serious doubts about how well it would fare in an oxygen environment. Let's assume that since the thing fears fire, it is a hydrogen balloon in disguise. Hydrogen has the advantage of being the lightest known gas and would give the beast as much lift as is theoretically possible. So how much lift does it have? A balloon's lift is due to the fact the gas inside is lighter than the air outside. Hydrogen weighs .0053 lbs/cubic foot and air weighs .0763 lbs/cubic foot. Thus one cubic foot of hydrogen will lift .071 lbs. If the balloon weighs less than that, it floats. If not, it sinks. So how many cubic feet of hydrogen

does it take to lift a 200 lb man? At least 2816.9. Assuming the beast is spherical and weighs nothing at all, it would have to be 17.5 feet in diameter to lift a full grown man or a kid hauling everything he can find on the station or in the villiage. If assuming the beast is weightless is strong enough for you, lets assume he is full of the lightest theoretically possible gas and has twice as much lift. The bubble beast would still have to be 14 feet in diameter to lift somebody. And then there is the problem that he is now filled with free hydrogen radicals and there isn't anything we can make him out of. (And there's the problem of putting a leash on a spherical creature.)

7) Bubble Beast part two. The beast moves through the air in much the same way an octopus moves through the water with one major exception. An octopus simply pumps the water through himself. Our bubble beast is described as farting and the stench is powerful. Therefore, it isn't simply air flowing through him. It is some other gas that is inside the beast. So he is moving like a balloon that can control how much gas it releases. Still, the balloon must deflate to move. Why doesn't the bubble beast? Given the stench, the gas being released is not hydrogen. Indeed, the only odiferous gas that is lighter than air is ammonia. Stench wouldn't be a strong enough term to describe what is happening here. Anyway, the easiest way to handle this problem would be for the beast to swallow a lot of air, increase slightly in size, and then shoot it out the appropriate nozzle, I'll even give you some stench.

8) Ask yourself how big a bird it takes to lift a full grown man. A hint. The only bird that can is the ostrich and it can't lift a man into the air by flying. The bubble beast solution is approximately equivalent to tying a leash to a canary, startling it and having it pull you up into the air. I like it, but, its impossible.

9) The air shaft. You are in a zero gravity tube. Both directions look about the same. Which way is up? In zero gravity, the only up/down cues are visual. Ie, you enter a zero gravity room and all the furniture is on the ceiling, you are entitled to say which way is up. No visual cues, no up and no down. This is especially true when we turn off the lights in the air shaft.

10) On one occassion, I noticed that I hadn't frozen the carbon dioxide before I re-entered the ship. I promptly turned around and went back outside. Even as the carbon dioxide was freezing the frezone was melting and eventually vaporized despite the fact I was outside in the cold.

11) In most casinos, the roulette wheel spins all the time. That doesn't make it a particularly effective control for a hidden door. I would recommend a slot machine with an out of order sign instead.

12) It doesn't matter to the headlamp how long I've been unconscious.

13) On one occasion, Floyd was with me with the safe as I was preparing to blow it up. I set the timer to ten. Floyd bragged about helping someone sharpen a pencil, I left, Floyd didn't, there was a horrible explosion and when I re-entered, no Floyd. Obviously, since there are no other exits, I blew Floyd to kingdom come. Sure enough, no more Floyd showing up at random times. Yet, when I got to the pyramid, there's Floyd. How did he get out of the room?

14) How do I put on or remove a space suit while holding everything in North America?

15) Similiar to the exploding Floyd, when I am in a dead end room and a hull welder shows up, I leave to the only other room I can get to. But the hull welder goes off in another direction. Where does he go?

16) Why are the scientist's quarters safe from hull-welders? I can come up with no rational explanation of that one.

17) Given that I have numbered hull welders and a gun that will vaporize them, I tried killing hull welders. Hull welder kept showing up anyway. If these guys aren't real, how can they be fatal? If they are real, how come they keep reappearing after I blow them up?

18) I find it particularly aggravating to be in an air shaft, trying to go out through the grating at the top and have the program inform me at great length that it can't see any air shafts or gratings and can't go that direction anyway. As close as I can tell, once you are in the air shaft you can't get back out again at all.

19) I figured Plato was bad news early on. I thought to avoid the problem by smoking the sucker early on. Shoot Plato, and he moves aside rapidly. My immediate reaction was the same as Bill Murray's in Ghostbusters. Nimble little minx. I guarantee you that if I keep shooting at a robot in a corner I will hit him eventually.

20) There seems to be a typo in the navigation table. There is at least one time frame when it doesn't matter what number you type you end up in deep space.

21) It also seems odd to me that people in the 83rd century will be using old fashioned steam presses.

22) I don't have any problem wandering around in the dark, in part because the top line keeps me apprised of where I am. I also have no problem what anybody or anything is doing in the dark although I shouldn't be able to see them at all.

23) There is a moderate problem with the black dot message in the alien ship. The taste buds in the human tongue are organized by group in various locations. The buds that taste sweet are on the tip of the tongue and bitter and sour are on the back of the tongue. The alien message involves a lot of tastes that you probably couldn't taste with the tip of your tongue.

24) You are the science team and you find an alien ship. You bring it in and it is obviously of a type you have never seen. You open the ship and there is a body from an alien race never seen before and a statue. What do you do? Obvious. You ignore the scientific treasure and haul the statue to the lab? Wrong, wrong, wrong. The alien corpse should be in the Bio Lab.

25) I see that the scripting is for the game STATIONALL.

26) Liason Officer Bumblewitz should be a Liaison Officer.


27) The sentence construction on the description on the holding tank is awkward at best. It reads as though you are protecting the items and materials from both the humans and their contamination. I think what you had in mind is to protect both the items and materials from contamination by humans and to prevent the items and materials from contaminating humans.

28) Who determined where the alien ship came from? The diary says that Schmidt did it. The captain's log tape attributes it to Professor Blutz. There are some interesting implications about politics on the space station but I don't think that's what you had in mind.

29) Consider the operation of putting on a spacesuit without putting anything down. Now, is the stuff on the inside of the space suit or on the outside?

30) It occurs to me that there is little necessity for me to be so vicious toward poor little Floyd. I only need to get by him. I don't need to blow him to kingdom come. Given my level of affection for Floyd, I would have simply blasted his legs out from under him, or blasted his arms off. Instead, and despite my best efforts, I waste my long time companion. Would it be possible to have the blast from the exploding pyramid polish poor Floyd off?

The other section of these notes are Drew Kimmel's. Drew was who was supposed to be testing the game this time, but since the promised release statement wasn't in the package, I helped more than I had intended. I extracted a personal release from him before giving him the game: I promised to remove all of his intestines with a fork if it gave a copy of the game to anyone. I haven't looked at his notes yet, but I suspect we covered a lot of the same points. We talked a lot during this game.

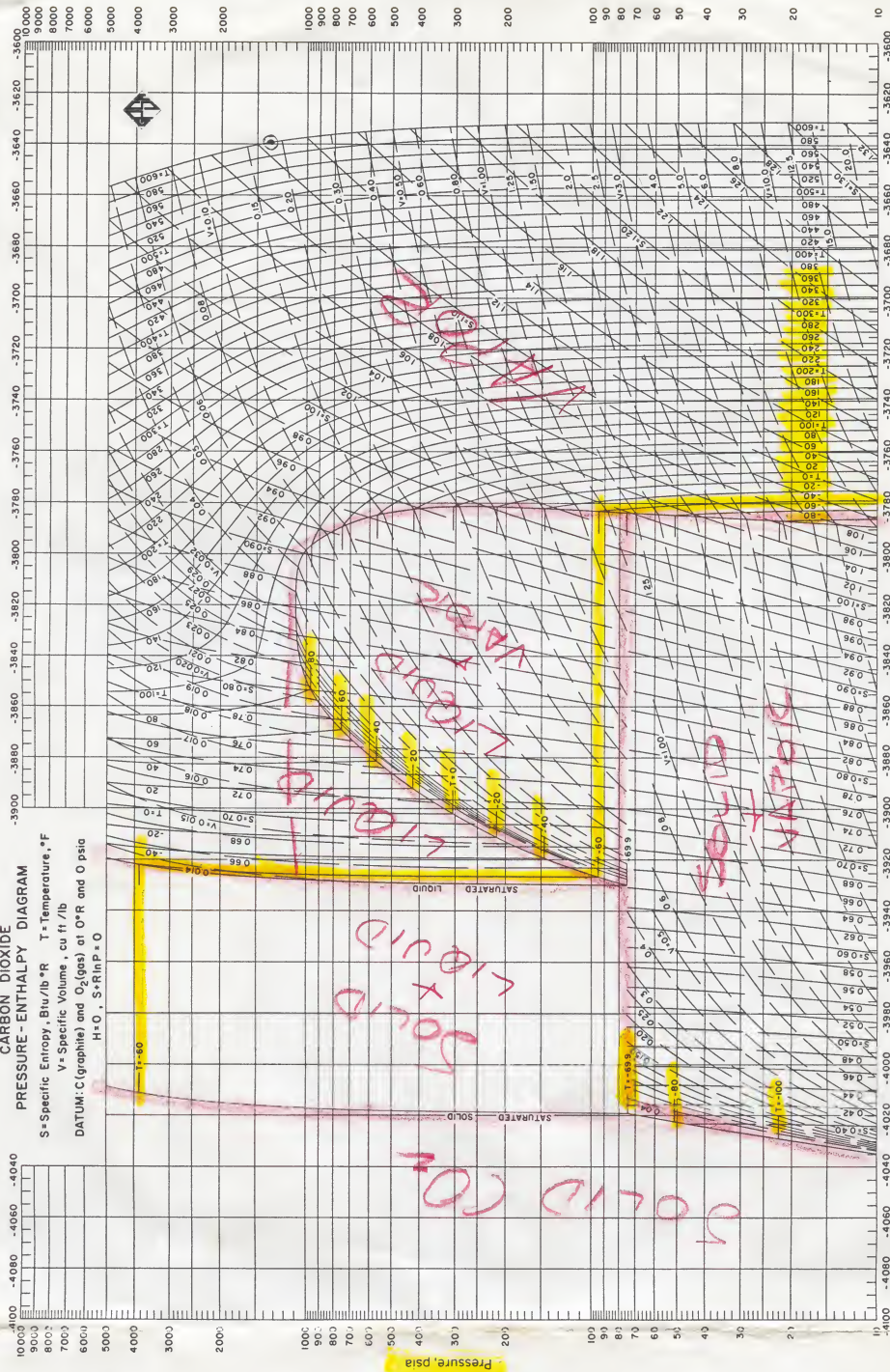


CARBON DIOXIDE

FIG. 17-21

CARBON DIOXIDE PRESSURE-ENTHALPY DIAGRAM


S = Specific Entropy, Btu/lb·R T = Temperature, °F
V = Specific Volume, cu ft/lb
DATUM: C (graphite) and O₂(gas) at 0°R and 0 psia
H = 0, S = R ln P + O



Enthalpy, Btu/lb

From Fluid Thermodynamic Properties for
Light Petroleum Systems, by Dr. K. E.
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Rev. 1981



Comments on Stationfall

First, I would like to say that this is probably my favorite INFOCOM game to date. I truly enjoy the theory of learning as you go instead of just hunting for treasures. This game came made me feel like more of a part of the action instead of just rooting around.

Bugs in the programming

1. The only true bug I found was that if you gave Floyd the crumpled form, the game then treated it as two different forms. I.E. >Floyd, straighten crumpled form. responds, "which form, the crumpled form or the crumpled form".

Logical problems

1. If you are in a dead end like the Captain's Quarters, and a welder shows up. When you leave the room the response is "you hear the welder move off in another direction.", where did it go.
2. Why is the east door into the village open after you open the iris at the South Connection.
3. How can the floating strong box in the Loan Shark's office be fastened down?
4. When you drink the cup of nectar, why does the cup go away?
5. I turned Floyd off when I first go to the station, while still on the space truck. When I left the truck, Plato and Floyd came from the truck with Plato saying that he found this robot turned off. How did Plato get onto the truck without me seeing him? This works will if they Don't show up for a few turns after I leave the Docking Bay.
6. Realizing that this is not a scientific station. But it doesn't make sense for the alien body to be anywhere but

7. If you take the Frezone into the station, it starts to melt. But if you take it back outside of the station it should re-freeze, not continue to melt.
8. Once you vaporize a given welder it continues to show up later in the game.
9. The Airlock should be airtight, so sleeping there without a space suit should be fatal from suffocating.
10. If you shoot the hole in the safe, the game responds: "the hole glows for a bit then cools down". either the safe should glow or nothing should glow, but not the hole.
11. If you are weightless in the elevator, then when the elevator moves then you should be thrown all over. When it goes up you should be thrown to the floor, or to the ceiling when it goes down.

Semi-logic problems.

1. In a casino, the Roulette Wheel would be spinning very frequently. It does not make sense that this would reveal a secret passage whenever anyone plays the wheel. It might work better if there were a switch under the wheel, or two switches, one to open the passage and one to make the wheel end up with a given number as the winner.
2. The Balloon Creature would have to inflate to about the size of a semi-truck to lift a man. This might work better if you were in one of the docking bays or if the creature made some kind of movement like a fish moving fins.
3. I saved the dry ice problem for last because there are a variety of problems here. First there is a conceptual problem of people knowing that frozen carbon dioxide makes dry ice. Everyone I mentioned this problem to had extensive backgrounds in college chemistry, which I would not think would be the case of a majority of people who will play this game. I would feel much better about this problem if there

were some mention of dry ice specifically elsewhere in the game.

The two places that occurred to me were on the commander's log tape, or a sign in the trading post. Just something to put the idea of dry ice in their head.

Second, the logistics of the dry ice are far enough from real life to make them a problem. Two liters of carbon dioxide under low pressure would yield about 2 to 3 teaspoons of dry ice, not a "full bottle". Also, assuming the correct temperature, you would need about xx pounds of pressure to get carbon dioxide to liquify, which would blow your hand off when you opened it as a gas. Even with the correct pressure and temperature, when you opened it in a vacuum the pressure would go away and so would your liquid carbon dioxide as it went back to a gas very quickly. Now if you get by all of these problems and you are hauling a large bottle of liquid CO2 back to the Commander's Quarters, without gloves then frostbite would become a very real possibility.

I would like to suggest the following scenario to solve the previously mentioned problems with the CO2. If you increased the pressure in the bottle to about xx pounds. Then when opened it would make a loud pop. In this case when frozen there would be a couple of golf ball sized chunks of dry ice in the bottle. Open the bottle after the dry ice has formed and place the Frezzone in the bottle. After a few turns the chunks of dry ice starts to gasify and leave the bottle. You still get the desired temperature reduction on the Frezzone and since the bottle is not full it is possible to carry it without getting frostbite.

Those were all of the things I considered to be problems and as I previously said I enjoyed the game very much, but I was unhappy with the ending in two ways. First, I have grown attached to Floyd

and I really did not want to shoot him. Second, the game seemed anti-climactic, cover the pyramid and 'you win'. I do not have any ideas on making the pyramid harder, but I have an idea for Floyd. Early in the game you turn off Floyd and search him, and you were able to find something you could keep, like a crayon or paddle ball. Then when confronted by him wearing the eyepatch, if you showed him one of his toys and he hesitated long enough for you to do something to him, maybe turn him off again.

11. March 87

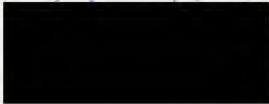
Dear Liz,

First let me apologize for the lack of transcripts this time... My printer is in the shop (due back next week) Actually, there were so few errors this time the transcripts aren't necessary. (This was a beta version? It was the cleanest of any game I've ever tested!)

I really enjoyed the game... although I'll miss Floyd. The puzzle level seemed well suited to a standard level game. I still feel that there's a ~~technical~~ technical problem with the CO₂ bottle but people will figure it out anyway. The one other problem I noticed was that even without a perfect score I became a "Mega-hero". I really prefer that last title to come only with 80/80 (or whatever.)

Thanks again for the opportunity to test one of your games. If you have any questions please feel free to call me at (609) 734-2348 (work) or (609) 466-2604 (home.) By the way, by the time you're ready to test the next one I will have available (in addition to the C64) a PC-XT for those plus series games.

Thanks again



Apple IIe

Apple IIc
Apple IIx~~Atari 600~~

Leading Edge

Apple IIc

Macintosh

Compaq

E 64

Amiga

IBM clone

Atari 800x1

~~E 64~~

AT&T 6300

IBM PC

IBM PC

AT&T PC 6300

E 64

Compaq

Amiga

IBM PC

April 2, 1987

Dear Liz and Max.

I really liked Stationfall very much!!! It drew a lot from planetfall making it a realistic sequel and continuing some of the humor from the previous game. I guess I was always quite taken with Floyd.

The game played well and while it was mostly standard level it did have some difficult puzzles as well. The opening sequence was straight forward as was the log reader. There was a lot of reading material in this game which added to the realism as well as provided clues. The layout of the craft and adjoining vessels was also done very realistically.

In terms of specific puzzles:

1. The illegal form was pretty straight forward but I admit to being killed once by the presser before I got the sequence right.

2. Getting the diode in the star was fairly difficult. I had a hard time getting very far with the balloon creature. I think the puzzle is extremely clever and creative while quite challenging. The flame was even another added dimension to the puzzle.

3. Figuring out that the ostrich would follow along was easy but not until I was frustrated with the machine did it dawn on me to put the nip in it. Again, extremely creative.

4. Getting the explosive was fairly difficult because of the temperature problems. I had an empty thermos more than once! In addition, there was quite a bit of equipment necessary prior to getting it. The spacesuit had to be systematically searched for. I went back in almost every room until I turned the wheel.

5. Getting the ID updated eluded me for a while until I reread everything I had scripted. I also had problems with the spaceboots!! I had forgotten about magnets and ID cards!! Making myself an Admiral wasn't hard!

6. Obviously the safe cracking was the most difficult to accomplish even with the instruction sheet. I don't think I've played a game with so many false alarm objects but it did keep me on my toes!! I fixated terribly on the large drill bit. Max reassured me I didn't need to worry about it but my fixation made me forget all about the all purpose timer in the machine, which I did need!!!

7. The detector was a bit confusing since the overheating at first seems like it's detecting. Only when it finally beeped appropriately was I sure it was really working. When I

couldn't break the mirror. I threw the coffee at it. I figured it had to be good for something.....which wasn't the case for many of the other objects. I was glad I didn't carry the crystal ball around everywhere.

8. The message was really well done. I don't know why it didn't dawn on me to taste the dots sooner. I realized they represented tastes but was trying to work out a correspondence with the code. Suddenly I recalled his large tongue case and went back to see!! It was really very clever.

9. The sequence of the machines was a little tricky but fairly quickly solved. I wondered what happened to the missing machines!

10. As for element 78, I had to look it up. I no longer carry the periodic table around in my head! At first I was worried that it was silicon and I left that blasted crystal ball back in the village. I breathed a great sigh of relief when it was platinum! I had a great deal of trouble shooting my friend Floyd. I was happy that Oliver arrived on the scene. Covering the pyramid was then the only logical thing to do. I was surprised I didn't have to use the other fromitz board or the bedistor. I was certain there was another machine to fix down there!!

All in all, the game was really fun to play. The puzzles were extremely creative and clever. I liked Planetfall very much and I think Stationfall is really an excellent long-awaited sequel. I think it will be very popular.

Thanks again for letting me test for you. Let me know if you need me again.

Sincerely yours,





March 31, 1987

Max Buxton
INFOCOM
125 Cambridge Dr.
Cambridge, MA 02140

Dear Max,

Thanks for allowing me to test Stationfall. My bug sheet and disk are enclosed.

The game was about as hard to solve as Seastalker, so I would classify it "beginner" rather than "standard". It took me about 20 hours over four days to complete it. (That's quick for me!)


Stationfall's strength is the almost tender relationship with Floyd and its emotional ending. Its humor is as good as any of your games that I have played.

Its weakness is a lack of variety of puzzles. They all seem to be categorizable as 'find the tool'. Also, were the sarcastic comments about illegal drugs, military service and religion really necessary?

The dot puzzle was the best. It could have been even better if each taste were a phoneme and the phonemes combined to make words. The balloon creature was cute.

Keep the games coming. My favorites have people interactions such as the mysteries and Hitchhiker.

Your fan,





April 7, 1987

Max Buxton
INFOCOM
125 CambridgePark Drive
Cambridge, MA 02140

Dear Max:

I have enclosed my product testing report forms as well as the disk for Stationfall.

I found Stationfall to be "ok." It lacked the depth of Planetfall - sort of like the sequel to a good movie. Never seems to be as good as the original. Many rooms lacked personality. Dry.

Appreciate the opportunity to help out with Stationfall and look forward to being part of another test.

Hello to Liz.

Sincerely,



Mr. Max Buxton
INFOCOM
125 Cambridge Park Drive
Cambridge, MA 02140

April 12, 1987

Dear Max,

Here are my comments and bug report on Stationfall. First off, let me say how happy I am, that the game boots and runs as quickly as it does on my Apple IIe. The last couple of games I have tested seem to run rather slowly, especially during the boot process. I must also note that the game is almost totally bug free. Just a couple of very minor typos and map problems were all that I found. Nice job. And now to the report...

Typos and hard problems:

- o Puce and Lilac nanotapes need closing quotes in descriptions.
- o The maps are inconsistent with the game around the Commanders' Quarters. Maps show three rooms, but there are only two.

Things I'd like to see changed:

- o I don't like the algorithm that decides how many items can be carried. There seems to be no difference between what is in the Trash Can and what is actually being carried. I liked the system in Leather Goddesses much better.
- o Once the Timer is attached to the Detonator, the combination should be treated as a single item. In fact, once the Detonator, Timer and Explosive are combined, just call the combo a bomb. At this point, "Set timer to ___ then put bomb in hole. W" is all that should be needed to safely blow up the safe. I didn't like having to put the explosive in the hole and then drop the Timer AND the Detonator before I could leave the room.
- o We should be allowed to empty the Thermos by pouring out the contents. I'm sure you could find some Common Cassiopeian Cockroaches to consume the fallen contents. Also, the attempt to pour out the soup is greeted with a message about non-liquids. Doesn't make sense.
- o There is no penalty for putting the explosive in a warm Thermos. Should have to cool off the Thermos by putting ice, ice water or dry ice in

the Thermos before putting explosive in it. (By the way, Thermos is a registered trade mark of Aladdin Industries, Inc. Do you have to ask to use it?)

- o The maps supplied with the game are confusing at best. Very often, it is not clear from the map which direction to go to get out of a room. Eventually, I put little marks in the rooms and used these marks to indicate where I started from as I tried to leave a room. It helped, but frankly I prefer to draw my own maps. I realize that you want to give the beginning player a break, but I don't feel providing maps is the right way. Save yourself the effort of map making, and give the new player a tutorial in the ancient art of Infocom cartography.
- o Can't look through the grate at the bottom of the Air Shaft to see what is down there. Either make it a solid plate, or let us look through it to see what is on the other side.
- o Save the time, effort and space you used on the welders. The first welder got me, but once I understood that they take two or three moves to attack AND that they don't even follow to the next room, they weren't even a nuisance.
- o While climbing down the ladder to the 8th level, Floyd suddenly showed up and asked what's going on. He and I shouldn't fit in the ladder well as it is implied to be a tight fit for one.
- o Just for the record, platinum makes a lousy mirror. Mirrors made with platinum are quite dark, in contrast to mirrors made with silver which are much brighter.
- o I'd like to see some kind of a shot or power indicator on the gun. I could never remember how many times I had shot the gun especially coming back from a saved game or at the start of a new session.
- o I'd also appreciate an indication of the items in a room everytime I walk in, rather than having to ask for the list with a Look. Not a big deal.

Overall impressions:

I've struggled with this section for a couple of hours now. I have an uneasy feeling that there is something missing in this game, but I simply can't put my finger on it. Perhaps it

has to do with all the extraneous stuff in this game. Just look at the list:

- o Crystal Ball
- o Dice
- o 3 spools (marginal value)
- o 12 pin Fromitz Board
- o J-series Hyperdiode
- o Ostrich Feather
- o Emergency buttons (How are you saved?)


There are also the largely empty barracks, the locked projection booth, and the simulation booths. An occasional red herring or blind alley is all right. I carried that goddam rabbit all over Leather Goddesses, but this stuff tends to raise the expectation that it all will be useful, somehow, as a tool (or a treasure?). It also turned out that I had little difficulty solving the puzzles. I can't remember the last game for which I didn't have to call you folks for at least one hint, but I didn't for Stationfall.

The story was good, though. If you were looking for me to be upset that I had to blow Floyd away, you succeeded. I tried a lot of things before I finally pulled the trigger on him, including trying to wrap him in the Platinum foil so the Pyramid wouldn't get him. Would have been a good solution. I also enjoyed the juxtaposition of the neat, clean station with the grungy town. I'd like to see the game that uses that town complete with the populace.

Clearly I babble too much. I guess the sum and substance of this section is that I feel somewhat let down, and I really don't know why. This is a Standard level game, but so is Leather Goddesses and Planetfall. In my opinion, this game isn't in the same league with either of those two.

Thanks for letting me test Stationfall. I hope you'll call on me again in the near future.

Sincerely,



April 13, 1987

Max Burston

INFOCOM

125 Cambridge Park Drive

Cambridge, MA 02140

Dear Max,

Enclosed are the materials requested returned after game testing Stationfall along with a letter to Liz Cyr-Jones concerning my resignation as a future game tester, which I trust you will regretfully deliver to her - thank you.

I enjoyed Stationfall very much. I always loved Floyd, and I suppose as time goes by Oliver will take his place to some degree. I have some concerns about the game ending though, besides the first 3 (minor) bug report problems - this was really a clean game!

1) Are the replica pyramids destroyed? Does the ship return to a "normal" status automatically?

2) I thought the ending followed Floyd's death and Oliver's arrival, was all to abrupt. Could it be spaced out with more descriptive ending text or you wondering around the ship aimlessly with Floyd's paddleball when you run into Oliver who spys the game and asks to play?

Good luck to all of you, and hurry up and send Bureaucracy.

Sincerely,

COMMENTARY: [PLEASE EXCUSE MY POOR, POOR SPELLING]

ju
4/8/1

NOT HAVING PLAYED PLANETFALL, I CAN NOT ~~MEASURE~~ ~~HOW~~ - SAY ~~WHETHER~~

STATION FALL SUCCEEDS AS A SEQUAL.

~~STATION FALL~~ THE GAME - AS IT STANDS BY ITSELF - IS GOOD. THE STORY DEVELOPED WELL -
LANDING UPON A DESERTED SPACE STATION --- DISCOVERING THE COMMANDER'S TAPE ---
LEARNING ABOUT THE ALIEN SHIP - THEN PLATO'S BETRAYAL! AT THIS POINT, IT BECOMES
OBVIOUS WHAT NEEDS TO BE DONE, PERHAPS ~~IT'S~~ A BIT FORCED - THAT IS, IT SEEMS
THAT THE PLAYER IS BEING TOLD "FIND THE PYRAMID AND DESTROY IT." THE FUEL
CELLS BLOWING UP WITHIN THE BIN WAS A NICE TOUCH, AS WAS THE PA. ANNOUNCEMENTS
UPON ENTERING THE AIR SHAFT & COMPUTER ROOM: SPEAK ABOUT ADDED PRESSURE!
THE STORY'S CONCLUSION COULD HAVE BEEN MORE CLIMATIC. LETTING

TWO MACHINES DESTROY EACH OTHER, BLASTING YOUR ROBOT & TUCKING A PYRAMID
IN BED WITH RENOLD'S WRAP DOES ~~MAKE~~ ^{NOT} MAKE FOR A SATISFYING ENDING, FOR THERE IS
A LACKING OF SELF-ACCOMPLISHMENT. THAT IS, THE EXERCISE & MACHINE AND THE FORKLIFT
DESTROYED EACH OTHER, INSTEAD OF THE HERO DEFEATING EACH ONE INDIVIDUALLY.
THE PUZZLE AS IT IS IS GOOD [EVEN CLEVER] - BUT IT IS NOT ENOUGH. BLASTING FLOYD... WELL,
FOIL SHEET...! YUCK! HOW BORING! WE WANT ACTION! ACTION ACTION! AGAIN - THE
PYRAMID, UPON COVERING, DESTROYS ITSELF - ANOTHER EVENT THAT LEADS THE
CHARACTER TO BE AN OBSERVER THAN AN ACTUAL PARTICIPANT. OUR HERO NEEDS
TO BE DOING MORE AT THIS PART OF THE STORY TO MAKE IT MORE OF A
PERSONAL VICTORY. ~~THE~~ SUGGESTIONS WILL COME LATER.

THE PUZZLES: A OVERALL, PUZZLE COMPLEXITY IS STANDARD. ^{BUT IT HAS ALREADY BEEN SPECIFIED, HASN'T IT?} MOST OF THE
PUZZLES' ~~ANSWER~~ SOLUTIONS SEEMED A BIT [OBVIOUS] ^{EASY - NOT A LOT OF THOUGHT WAS NECESSARY} FOR EXAMPLE - USING THE
OSTRICH TO GET THE TIMER OUT OF THE DISPENSER, BLASTING THE STRONG BOX WITH
THE GUN, NEEDING TO ALTER THE ID CARD AT SHADY DAN'S TO GET PAST THE SECURITY
DOORS, SPINNING THE ROULETTE WHEEL... EVEN THE FINAL PUZZLES SEEMED STRAIGHT
FORWARD - FREEZE THE EXERCISE MACHINE THEN UNFREEZE IT, SHOOT FLOYD THEN
COVER THE PYRAMID. I DID THIS LAST PART IN TWO TRIES - FIRST TIME I DIED AT
THE WHEELS OF THE FORKLIFT - SECOND TIME I BREEZED RIGHT THROUGH TO THE
END; IT WASN'T VERY CHALLENGING.

DELIGHTFUL WAS THE SURPRISE OF THE BALLOON CREATURE! THIS WAS ~~SO~~ UNEXPECTED
AS GRABBING THE LEASH IN ZERO - GEE GOT YOU NO-WHERE. ONCE YOU DISCOVERED
HOW TO GET THE BALLOON IN NORMAL GRAVITY & GRABBING THE LEASH - WHAT A
SURPRISE! THIS PUZZLE ~~WAS NOT~~ HAD - WHAT I FELT TO BE ~~WAS~~ - A CUTE SOLUTION.

THERE SEEMS TO BE TWO TYPES OF PUZZLES: THINKING PUZZLES AND
EXPERIMENTAL PUZZLES. THINKING PUZZLES ARE PUZZLES THAT THE PLAYER MUST
THINK ABOUT TO ARRIVE AT A SOLUTION [YES - IT IS A GOOD DEFINITION, ISN'T IT?] AN EXAMPLE
WOULD BE THE ROYAL MAZE IN ZORK III. EXPERIMENTAL PUZZLES ARE THE PUZZLES THAT
YOU PLAY WITH, SAYING "WELL... GOLLY! WHAT HAPPENS IF I TRY THIS?" AN EXAMPLE WOULD
BE THE ~~SCYTHES~~ ^{SCYTHES} IN ZORK I. PERSONALLY,

FIND THE "EXPERIMENTAL" PUZZLES UNSATISFYING, SPECIFICALLY THE MIRROR
PUZZLE, THE ROULETTE PUZZLE AND THE FINAL PYRAMID PUZZLE. THERE IS A PERSONAL
SATISFACTION WHEN YOU REALIZE "HEY! I NEED THE BALLOON CREATURE TO REACH
THE STAR IN THE TEMPLE." ^{HARD... NOT EASY} YOU EXAMINE THE PIECES OF THE PUZZLE, AND COME
UP WITH A SOLUTION. YOU FEEL BRILLIANT! BUT WITH PUZZLES SUCH AS →

THE ROULETTE WHEEL -- SPIN THE WHEEL AND FIND A SECRET DOOR - THERE IS NO LOGICAL CONNECTION BETWEEN PUZZLE AND RESULT, AND THE PLAYER'S BEST RESPONSE IS A GRUNT AS HE/SHE WATCHES THE SCORE POINTS INCREASE. THINKING PUZZLES - SUCH AS NEEDING THE OSTRICH TO GET THE TIMER, AND USING THE CLOTHING PRESSER TO ON THE VILLAGE ENTRY FORM, - SHOULD BE THE MAIN PUZZLE TYPE USED WITHIN THE STORY, AND EXPERIMENTAL PUZZLES SHOULD BE USED WITHIN A THINKING PUZZLE TO PROVIDE A HINT, OR POINT IN THE DIRECTION OF THE ULTIMATE SOLUTION. [AN EXAMPLE WOULD BE THE CAKES IN ZORK II ... EXPERIMENTING WITH THEM WOULD REVEAL POSSIBLE USES FOR THE CAKES - BUT EATING THE CAKES ALONE WOULD NOT SOLVE A PUZZLE ITSELF]

PSYCHO-BABBLE DEPT.

THIS IS WHERE I BEGIN BARBELING IDEAS. I WILL TRY TO REMAIN COHERENT.

THE END GAME: THIS NEEDS A LOT OF WORK. THIS IS SUPPOSE TO BE THE HIGH POINT OF THE GAME - THE CLIMAX - THE PART THAT WILL LEAVE A LASTING IMPRESSION UPON THE PLAYER LONG AFTER THE COMPUTER HAS BEEN TURNED OFF. REMEMBER WHAT IS AT STAKE HERE: THE LIVES OF EVERY BEING IN THE UNIVERSE! LET'S MAKE OUR HERO FIGHT THIS EVIL THREAT - AND LET THE PLAYER BE ON THE EDGE OF THE ~~THE~~ HIS/HER SEAT AT THE POINT! WHILE DOING THIS! WE NEED OBSTACLES!!!

- THE EXPLOSION IN THE STORAGE BIN IS A GOOD LEAD IN. IT STARTS THE FINALE WITH ACTION - REMEMBER! YOU'RE TELLING A STORY HERE AS WELL! ~~KEEP THESE~~ WE WANT THE PLAYER'S IMAGINATION TO BE COMPLETELY ACTIVE, LIKE THE OLD RADIO STORIES OF SUSPENSE! GIVE US SOME IMAGES THAT WILL STIMULATE THE IMAGINATION!

- THE P.A. ANNOUNCEMENTS ARE IMPORTANT AS WELL. THIS ADDS PRESSURE TO THE PLAYER. I STILL REMEMBER HOW TENSE I FELT PLAYING TRINITY - ONE OF THE SITES HAD A WALKIE-TALKIE THAT WOULD COUNT DOWN FROM TEN TO ONE - THIS DOES AFFECT THE PLAYER! PERHAPS A "COUNT DOWN 'TILL DEPARTURE" OVER THE P.A. WOULD INTENSIFY PLAY...

- ROUTES TO LEVEL 9: THERE ARE THREE POSSIBLE ENTRANCES TO LEVELS 8 & 9: 1) THE LADDER, 2) THE ELEVATOR, AND 3) THE AIR SHAFT. THE LADDER'S ACCESS HATCH IS LOCKED AT LEVEL 8, MAKING THIS ENTRANCE UNUSABLE. (WOULDN'T THE HATCH HAVE A HANDLE ON BOTH SIDES OF IT? HOW IS IT LOCKED? FUSED SHUT BY INTENSE HEAT?) THE ELEVATOR WILL NOT DROP BELOW LEVEL ⁸, MAKING IT USELESS. (WHY WON'T THE ELEVATOR GO TO THE 8TH LEVEL?) THIS LEAVES THE AIR SHAFT... HOWEVER... WHAT ABOUT THE ELEVATOR SHAFT? ANTI-GRAVITY AND MAGNETIC BOOTS COULD COME INTO PLAY HERE - ALL YOU NEED TO DO IS ENTER THE ELEVATOR SHAFT WITH THE BOOTS ON, AND YOU'RE CLINGING TO THE WALL! ONE GOOD PUSH OFF OF THE BOTTOM OF THE ELEVATOR WILL SEND YOU STRAIGHT DOWN TO THE BOTTOM OF THE SHAFT!

• ASSUMING YOU TAKE THE AIR-SHAFT, AND ASSUMING THAT THE PYRAMID CAN 2) CONTROL ALL MACHINERY AND 3) SENSE YOU COMING - WHAT IF ~~SOMEONE~~ HULL WELDER NUMBER 5 BURNS A FLARING HOLE RIGHT THROUGH AIR SHAFT AND IN THE PROCESS, BURNS YOUR BACK/SHOULDER ARM - AND YOU DROP SOME ITEMS! [ie THE GUN] - YOU NOW HAVE THIS WELDER INCHES AWAY FROM YOUR HEAD - HOW DO YOU GET FAST IT? (SHORT CIRCUIT IT W/ WATER? PUNCTURE A HOLE IN THE HULL - IT'S PRIMARY FUNCTION OVERRIDES THE PYRAMID'S INFLUENCE?)

- IN ADDITION TO THE EXERCISE MACHINE & FORK LIFT, THERE WAS A WASHING MACHINE AND COMPUTER TERMINAL MISSING. CAN THESE BE USED ON LEVEL NINE?

- WHAT IF THE PYRAMID WAS IN CONTROL OF A SOPHISTICATED SUIT OF BATTLE ARMOR? A GUN BLASTER WOULD BE USELESS AGAINST IT... YOU COULD NOTICE THAT THE "SPECIAL" SUIT OF ARMOR IS MISSING FROM THE ARMORY,

THOUGHTS & IDEAS CONTINUED....

Jan 1979 (3)

- THIS BATTLE SUIT WOULD BE IN WITH THE PYRAMID - IT WOULD BE TOUGH TO OVERCOME, THIS A GOOD PROTECTOR OF THE PYRAMID

- COULD THE PYRAMID CONVERSE WITH THE PLAYER, THROUGH THE USE OF THE P.A?
THE PYRAMID COULD TAUNT THE HERO AS S/H E FIGHT HIS/HER WAY INTO LEVEL EIGHT
["GIVE UP HUMAN! IT'S HOPELESS"]

- GIVE THE ZAPGUN TWO MODES OF ATTACK: ~~IMPACT~~ BLAST [AN IMPACT ATTACK] AND VAPORIZE [NON-IMPACT]. THE DIFFERENCE: BLAST WILL KNOCK THE TARGET BACK SEVERAL FEET - VAPORIZE WILL MAKE THE TARGET DISAPPEAR FOR GOOD. USE: BLASTING THE STRONG BOX WILL DO NOTHING BUT DENT UP THE BOX; VAPORIZING IT WILL DISSOLVE IT, LEAVING THE COIN. --- VAPORIZING THE PYRAMID WILL DO NOTHING, BUT BLASTING IT WILL KNOCK IT OFF THE PEDESTAL, POSSIBLY SENDING IT INTO THE ELEVATOR SHAFT.

OOO! OOO! MR. KOTTER! MR. KOTTER!

!... - INSTEAD OF COVERING THE PYRAMID WITH THE FOIL - YOU MUST PLACE IT IN A MIRROR-LINED BOX (OR SIMILAR REFLECTIVE-LINED BOX). IN ORDER TO DO THIS, YOU MUST ~~PLACE THE~~ BE ABLE TO LIFT THE PYRAMID, WHICH IS TOO HEAVY. SO YOU BLAST THE PYRAMID (OR PEDESTAL), WHICH SENDS IT TUMBLING INTO THE ZERO-GEE ELEVATOR SHAFT, WHERE IT IS EASILY HANDLED! YOU CAN CLOSE THE BOX AROUND THE PYRAMID!

- THE IDEA OF BLASTING LOVABLE FLOYD BOTHERED ME - IT SEEMED SO DISHONORABLE, ESPECIALLY AFTER HIS SAVING YOUR LIFE. HOW ABOUT...

- ONCE THE PYRAMID IS WITHIN THE WEIGHTLESS SHAFT - IT CONTROLS THE ELEVATOR - AND BRINGS IT SCREAMING DOWN UPON YOU! YOU FEEL THE RUSH OF AIR - THE INCREASING ^{WHIRL} OF THE GEARS --- JUST AS YOU ~~PUT THE~~ CLOSE THE BOX ABOUT THE FLOATING PYRAMID - FLOYD LEAPS INTO THE SHAFT [NOW BEING FREE OF THE PYRAMID'S CONTROL - THE ELEVATOR, HOWEVER, IS STILL UNDER THE INFLUENCE OF INERTIA.] AND PUSHES YOU OUT - ONLY TO HAVE THE ELEVATOR LAND ON HIM! THIS MAKES HIS DEATH MUCH MORE HONORABLE AND MEANINGFUL.

- WHEN THE PYRAMID IS ENCASED IN THE MIRROR BOX, DOES IT BLOW UP, OR BECOME POWERLESS? [POWERLESS THE WAY KRYPTONITE LOSSES ITS POWER WHEN PLACED IN LEAD] IF IT BLOWS UP, THEN YOU BECOME DAZED IN THE SHAFT, AND FLOYD MUST SAVE YOU!

- THE MIRROR BOX: THIS COULD BE THE STRONG BOX IN THE LOAN SHARKS. YOU MUST BLAST THE LOCK, NOT THE BOX IN ORDER TO OPEN IT. ONCE OPENED, IT REVEALS THOUSANDS OF GALACTMIDS - BUT IT TURNS OUT THAT THERE IS ONLY ONE GALACTMID COIN IN THERE BEING REFLECTED A THOUSAND TIMES, BY THE MIRROR LINING!

- THE CASINO - INSTEAD OF A ROULETTE WHEEL, HOW ABOUT A SLOT MACHINE/ONE-ARMED BANDIT? THERE ARE SEVERAL IN THE ROOM, ONE WITH A SIGN "OUT-OF-ORDER". ^{WHEN} PULLING THE HANDLE ON THIS MACHINE, YOU NOTICE THAT: a) THE HANDLE WILL NOT PULL ALL THE WAY DOWN; b) THAT A PANEL IN THE WALL BUMPS AND MOVES SLIGHTLY ^{BEHIND THE SLOT MACHINES...} - A SECRET DOOR!

- IN ORDER TO OPEN THIS SECRET DOOR, YOU MUST INSERT ONE GALACTMID INTO THE "OUT-OF-ORDER" MACHINE, THEN PULL THE

HANDLE, THEN THE ~~SECRET~~ PANEL DOOR WILL OPEN, LEADING YOU INTO THE OPIUM DEN. [THE ONE GALACTMID WAS AN "ENTRANCE FEE" FOR THOSE WISHING TO ENTER THE DEN].
(*) THE DEN YOU COULD FIND THE SPACE SUIT, AND A BOTTLE-PIPE. [YOU REALLY DON'T NEED A SECRET ENTRANCE TO THE FLOP HOUSE, DO YOU?]

- NOW YOU NEED ANOTHER GALACTMID, RIGHT? NO PROBLEM! THE OSTRICH, WHILE BANGING AROUND IN THE DISPENSER AT THE PX, JAPS A GALACTMID LOOSE WHICH FALLS INTO THE COIN RETURN! THIS PUZZLE ^{THE VIKING} USES THE ~~GA~~ COIN FIRST, EVEN THOUGH THE CASINO IS CLOSER AND, HENCE, WOULD BE USED ^{AT THE CASINO} ~~THESE~~ FIRST.

DIGRESSION: THE SLOT MACHINE IS ~~MORE~~ WHAT I WAS TRYING TO EXPLAIN AS AN "EXPERIMENTAL" PUZZLE. PULLING THE LEVEL ~~DOES NOT~~ SOLVE THE PUZZLE, BUT ALERTS YOU THAT THERE IS A PUZZLE TO BE SOLVED.

- IT NEEDS TO BE MADE CLEAR THAT THIS PYRAMID CAN BE DESTROYED. IT COULD BE NOTED ~~THAT~~ ^{THAT} WITHIN THE DIARY [LOCATED IN THE SCIENCE MODULE] THAT THE PYRAMID EMITTED ^{THIS ENERGY WAS} AN ENERGY - AND WHEN REFLECTED BACK UPON ITSELF, "STRANGE" THINGS HAPPENED - THE PYRAMID WOULD TREMBLE VIOLENTLY - ALMOST DEFENSIVELY - THEN THE TESTING EQUIPMENT WOULD BREAK DOWN, PREVENTING ANY FURTHER TESTING FOR THAT DAY.

- BACK TO FLOYD -- HE COULD BE IN THE ROOM WITH THE BATTLE SUIT & THE PYRAMID -- HE'S CHEERING FOR THE BATTLE SUIT! LET HIM DO MINOR THINGS ... THROW PENCILS AT YOU, BOO THE HERO'S INTELLIGENT MOVES [WHEN THE PYRAMID IS BLASTED INTO THE SHAFT] / BOOS WHEN YOU SOLVE PUZZLES

--- AFTER DEFEATING ARMORED SUIT [FLOYD BOOS HERE, TOO!] --- YOU CAN NOT GET NEAR THE PYRAMID - IT SENDS A CIRCLE OF MACHINERY SPINNING ABOUT IT - AS IF A TORNADO/HURRICANE: THE PYRAMID IS AT THE EYE OF THE STORM. SHOOTING AT THE PYRAMID WILL DO LITTLE: YOU'LL HIT THE OTHER ITEMS... YOU MUST AIM LOW & BLAST THE PEDESTAL!

• - AFTER ENCASING THE PYRAMID WITHIN THE MIRRORED BOX - ITS HOLD OVER FLOYD BREAKS -- HE SNAPS TO & SAVES YOU [YOU ARE DAZED BY EXPLOSION]

- CHANGE DESCRIPTION OF THE VEHICLES THAT THE DUPLICATE PYRAMIDS ARE IN - "LITTLE TINY SPACESHIPS" CONJURES A VISION OF SOMETHING SEEN ON THE JETSONS ... SOMETHING MORE LIKE "LIFE PODS" OR "LONG RANGE MODULES" - NOT "TINY SPACESHIPS." DEEP SPACE MODULES

> - ONE OF THE CENTRAL THEMES TO THE GAME IS LOCATING PIECES TO BLOW UP THE COMMANDER'S SAFE. SHOULDN'T THE DETONATOR BE HARDER TO OBTAIN? SHOULDN'T THE J-DIODE ~~BE~~ BE A LITTLE HARDER TO GET A HOLD OF? HAVE IT STUCK IN THE SCULPTURE, AND YOU MUST PRY IT OUT WITH A SCREWDRIVER. - WOULD THE DETONATOR BE IN WITH THE 2) ARMORY? b) FIELD OFFICE? c) TRADING POST?

- MAKE THE RED HERRINGS REDDER... MAKE IT APPEAR TO BE USED FOR THE REDISTOR, CRYSTAL BALL, etc.

- PUT J-DIODE IN GAME BOOTH? [FLOYD'S IN BOOTH WHEN YOU TAKE THE DIODE OUT - "HEY! WHAT THE HECK?"]
• IN ELEVATOR SHAFT - WHEN PUTTING PYRAMID IN BOX - YOU MUST JUMP UP TO THE PYRAMID --- IN ZERO-GEE

- SOME FOLKS MIGHT FIND THE BALLOON CREATURE'S FARTING OFFENSIVE...

- HAVE A ROBOT LIKE HELEN ON LEVEL 9? USES ARMS AS A GARROT... USE WIRE-CUTTER / BRANCH CUTTER FOUND IN BAN...

CLARIFICATIONS TO SUGGESTIONS : STATIONFALL

① Jim
4/8/97

THE CASINO: REPLACE THE ROULETTE WHEEL WITH SEVERAL SLOT MACHINES. ONE MACHINE HAS A SIGN HANGING UPON IT: "OUT OF ORDER". PULLING THE HANDLE OF THIS PARTICULAR SLOT MACHINE WILL REVEAL A JAMMED SECRET PANEL WITH THE WALL BEHIND THE MACHINES. THE HANDLE ~~WILL~~ WILL ONLY MOVE A LITTLE, AS DOES THE PANEL IN THE WALL. ALL SLOT MACHINES ACCEPT ONE GALAKMID COINS.

SOLUTION: INSERT A GALAKMID COIN INTO THE SLOT MACHINE WITH THE ^{LABELLED} "OUT OF ORDER" SIGN. THE HANDLE WILL PULL ALL THE WAY DOWN, AND THE WALL PANEL WILL OPEN COMPLETELY, LEADING TO THE OPIUM DEN. IN THE DEN IS ~~THE~~ THE SPACE SUIT [SMELLING STRONGLY OF OPIUM] AND A BOTTLE-PIPE [HOOKAH].

THE PX: THE OSTRICH, UPON BANGING ABOUT WITHIN THE DISPENSER, ~~ALSO~~ JARS A SLIGHTLY BENT GALAKMID COIN, WHICH FALLS INTO THE COIN RETURN. NOTE THAT THIS COIN IS USED IN THE SLOT MACHINE, LOCATED IN THE CASINO.

LOAN SHARK: THE STRONG BOX HAS A LARGE WOODEN COFFER INSIDE IT. OPENING THIS COFFER REVEALS THOUSANDS OF GALAKMIDS; CLOSER INSPECTIONS REVEAL ONLY ONE GALAKMID BEING REFLECTED BY THE MIRROR-LINED BOX. NOTE THAT THIS COIN IS USED IN THE DISPENSING MACHINE, LOCATED IN THE PX.

ENGINEER'S OFFICE: THE DIARY DETAILS THE BEGINNING RESEARCH PERFORMED ON THE PYRAMID. THE PYRAMID WAS DETECTED RADIATING A HIGH-FREQUENCY FORM OF ENERGY/SIGNALS - WHEN THIS ENERGY/FREQUENCY WAS REFLECTED BACK TO THE PYRAMID, IT BEHAVED ODDBLY: IT TREMBLED - ALMOST DEFENSIVELY - THEN THE SCIENCE EQUIPMENT BROKE DOWN.

REC-SHOP: THE J-DIODE IS IN THE BACK OF THE REC-BOOTH.

AIR-SHAFT: ALONG THE WAY DOWN, WELDER NUMBER 5 BURNS A HOLE IN THE SIDE OF THE SHAFT, BURNING YOU ENOUGH TO DROP A FEW ITEMS [INCLUDING THE GUN]. THE WELDER MENACES YOU.
SOLUTION:

COMPUTER ROOM: A WASHER, A COMPUTER TERMINAL JOIN THE EXERCISE MACHINE AND FOLKLIFT FOR THE PLEASURE OF YOUR STRESS. THE P.A. STARTS COUNTING DOWN THE TIME REMAINING TO LAUNCHING THE LONG-DISTANCE - PYRAMID-MODULES. ~~AND~~ PYRAMID MODULE-POTS.
SOLUTION:

FACTORY: AN ANIMATED SUIT OF BODY ARMOR STANDS BETWEEN YOU AND THE PYRAMID. THE PYRAMID TAUNTS YOU VIA THE P.A. FLOYD IS HERE WITH POM-POMS, CHEERING FOR THE BATTLEARMOR. BEHIND THE PEDISTAL IS THE (BOTTOM OF THE) ELEVATOR SHAFT.
SOLUTION: THE BLASTER IS USELESS.

- FLOYD BOOS YOU UPON DEFEATING THE BATTLEARMOR, THE PYRAMID ANIMATES LOOSE MATERIAL TO FORM A METALIC HURRICAN ABOUT IT. THE BAND IS WIDE ENOUGH TO BLOCK ANY FIRE DIRECTLY UPON THE PYRAMID.

SOLUTION: BLAST THE PEDISTAL. IT WILL SHATTER, SENDING THE PYRAMID TO THE GROUND.

- THE PYRAMID RESTS UPON THE GROUND. IT IS TOO HEAVY TO LIFT.

SOLUTION: BLAST IT. THE FORCE WILL FLIP IT INTO THE ELEVATOR SHAFT. FOLLOW IT INTO THE SHAFT. [FLOYD WILL LEAP ON YOUR BACK AND HIT YOU, BUT WILL SLIP AND FALL OFF.]

ELEVATOR SHAFT: THE PYRAMID FLOATS HERE.

OOPS... HOLD ON --

SUGGESTIONS ... (CONT)

② *in 1/2*

- UPON BLASTING THE PYRAMID INTO THE ELEVATOR SHAFT, FLOYD BECOMES HOSTILE. HE LEAPS UPON YOUR BACK AND HITS YOU IN THE SAME SPOT WHERE THE HULL WELDER BURNED YOU. FLOYD LOOSENS HIS GRIP AND FALLS OFF. THE PYRAMID FLOATS SERENELY WITHIN THE SHAFT, PULSING RHYTHMICALLY [AS THE STAR DID IN THE CHAPEL]. THE PYRAMID IS OUT OF YOUR REACH. IT APPEARS UNDAUNTED.

SOLUTION: ~~ENTER~~ ENTER THE ELEVATOR SHAFT. (BLASTING IT WILL SEND IT WAY OFF - OUT OF SIGHT)

- AS YOU ENTER THE ELEVATOR SHAFT, FLOYD GRABS YOUR LEG AND BITES IT. YOU TOPPLE HEAD FIRST INTO THE SHAFT WHERE THE MOMENTUM OF YOUR FALL SENDS YOU TO...

BOTTOM OF THE ELEVATOR SHAFT: ALL OF YOUR POSSESSIONS ARE FLOATING NEARBY. YOU ARE HALF-KNEELING / HALF FLOATING ON / ABOVE THE GREASY FLOOR. HIGH ABOVE YOU IS THE PYRAMID. HIGHER ABOVE THAT, YOU HEAR THE SOUND OF THE ELEVATOR BEING ACTIVATED. AN EXIT ~~LEADS SOUTH~~ LEADS SOUTH INTO THE COMPUTER ROOM. THE SOUND OF THE ELEVATOR BECOMES LOUDER.

SOLUTION: GET COFFER. JUMP OFF OF THE BOTTOM FLOOR.

ELEVATOR SHAFT: YOU DRIFT TOWARD THE PYRAMID, WHICH IS IN REACH ABOVE YOU. THE RUSH OF AIR AND INCREASING WHINE OF GEARS TELLS YOU THAT YOU ARE ABOUT TO BE KILLED BY AN ON-COMING ELEVATOR. FLOYD STANDS WITHIN THE DOORWAY, GROPING FOR YOU WITH A SMILE.

SOLUTION: PUT PYRAMID IN COFFER. [OR CLOSE COFFER AROUND PYRAMID]

- THE PYRAMID, UPON BEING ENCLOSED WITHIN THE MIRROR-ENAMELED COFFER TREMBLES VIOLENTLY THEN EXPLODES IN A FEROCIOUS BRIGHT LIGHT. YOU GO NUMB FROM THE BLOW. THE OTHER PYRAMIDS EXPLODE. ALL OF THE MACHINERY UNDER THE PYRAMID'S CONTROL IS NOW FREE -- FLOYD SEEMS TO WAKE UP AND SEES YOU FLOATING HELPLESSLY WITHIN THE SHAFT - THE ELEVATOR, ALTHOUGH NO LONG CONTROLLED BY THE PYRAMID, IS NOW CONTROLLED BY INERTIA, AND CONTINUES TO SCREAM TOWARD YOU. YOU ARE UNABLE TO MOVE. THE P.A.'S VOICE SLOWS DOWN, SAYING "TWO..."

SOLUTION: FLOYD, HELP ME! (OR WAIT - FLOYD IS GOING TO HELP YOU ANYWAY)

FLOYD CRIES OUT "FLOYD WILL SAVE YOU!" AND RUNS & LEAPS INTO THE SHAFT - SALES PAST YOU, RICOCHETS OFF THE BACK WALL AND HITS YOU HARD IN THE SHOULDERBLADES. YOU SPIN WILDLY OUT OF SHAFT AND COLLIDE BRUTISHLY TO THE FLOOR OF THE FACTORY. THERE IS A SHARP SNAP FROM BEHIND YOU. ~~AND~~ FLOYD IS ~~SPINNING~~ ^{SPINNING} INTO THE ROOM BY THE PASSING / RICOCHETING ELEVATOR. FLOYD COLLIDES INTO A CORNER AND TRAIL-OF SPARKS TRACES HIS PATH. FROM BELOW IS A THUNDEROUS BELLOW OF STEEL AS THE ELEVATOR STOPS. SHATTERS TO A STOP / ~~WALL~~

[AT THIS POINT - YOU EXAMINE FLOYD - FLOYD GIVES GOOD BIE SPEECH - OLIVER COMES IN.]

- SHOULD YOU FAIL TO DESTROY THE PYRAMID IN TIME, THEN THE PYRAMID TURNS ABOUT - POINT DOWN TOWARDS YOU. THE ELEVATOR WILDLY JOINS THE WAITING PYRAMID, THE PYRAMID LEADS THE ELEVATOR TO YOU WHERE YOU ARE CRUSHED BY BOTH.



LEVEL 8



LEVEL 9

LAST MINUTE SUGGESTIONS...

hm
4
87

- THE BATTLE ARMOR PUZZLE: ATTACKING THIS SUIT OF ARMOR IS USELESS, FOR THE ARMOR WAS DESIGNED TO REPULSE JUST ABOUT ALL FORMS OF ATTACK. ~~THERE IS A HELMET~~ THE HELMET TO THIS ARMOR IS MISSING [IT WAS IN THE ARMOR] - THIS LEAVES ~~THE~~ A HOLE IN THE ARMOR WHERE THE NECK WOULD FIT THROUGH. THE ARMOR IS HEAVY: YOU CAN NOT PUSH IT, ~~BESIDES~~, IT IS ANIMATED AND WILL GRAPPLE WITH YOU, IF IT IS GIVEN THE CHANCE.

SOLUTION: PUT THE BALLOON CREATURE IN THE ARMOR VIA THE NECK HOLE/COLLAR. THE BALLOON CREATURE WILL BECOME FRIGHTENED AND WILL INFLATE, LIFTING THE ARMOR HIGH TO THE CEILING. [THE BALLOON CREATURE IS IN THE ARMOR WHEN IT DOES THIS, THUS FILLING THE ARMOR AND MAKING IT FLOAT]

• AFTER GETTING THE STAR IN THE CHAPEL, SPRAY ~~THE~~ THE CAN ONCE MORE. THE BALLOON CREATURE WILL GOBBLE THE SPORES AND BECOME SATIATED AND SLEEPY, AND IT WILL NOT MIND BEING LEAD AROUND BY THE LEASH. THIS ENABLES YOU TO CARRY THE BALLOON CREATURE AROUND.

- ~~BEC~~ HOW ABOUT SPRAYING ETHER WITH THE SPORES?

- BE CAREFUL ABOUT THE EXPLOSION IN THE BIN - IF THE BALLOON CREATURE IS HERE WHEN IT HAPPENS, IT WILL DIE!

- IN AIR SHAFT - WHEN WELDER 5 BURNS YOU, YOU DROP THE GUN [WHICH GOES DOWN], AND DROP THE LEASH TO THE BALLOON CREATURE [WHICH GOES UP]

> ABOUT THE ETHER - THIS COULD BE USED TO DRUG THE BALLOON CREATURE, LETTING YOU HOLD THE LEASH WITHOUT ~~FEELING~~ THE BALLOON CREATURE INFLATING. IT WILL WEAR OFF IN TIMES OF DANGER [HULL WELDER 5, THE BATTLE ARMOR] AND THE CREATURE WILL INSTANTLY INFLATE.

THE ETHER ~~CAN~~ BOTTLE MAY BE FOUND IN "DOC" ~~SCHUSTER~~'S OFFICE.

NAWWN... STICK WITH THE SPORES..

- WHAT IF THE HOOKAH [FROM THE OPIUM DEN] HAD A BIT OF A DRUG LEFT IN IT - CONNECT THE PIPE ~~HOSE~~ TO THE SPRAY-CAN NOZZLE - WHEN YOU SPRAY THE CAN, THE SPORES COME OUT OF THE PIPE ALONG WITH SOME OF THE DRUG - THE BALLOON CREATURE GOBBLES UP THE SPORES AND BECOMES INTOXICATED BY THE OPIUM, THUS ALLOWING YOU TO GRAB ITS LEASH.

COMMENTS ON "STATIONFALL" FOR INFOCOM GAMMA TESTING.

ABERNATHIE

4-15-1987

1. Overall Comments:

The game was very clean, few typos or significant logical problems.

The game was interesting and fun.

The game was somewhat too simple. We have attached some suggestions for "easy" changes which might make the game a little more difficult without major software changes.

The game gave much better action and communication with Floyd than PLANETFALL did. This helps the story. Floyd has more personality and is more fun.

Many good humorous comments throughout.

Enjoy the testing - keep them coming if it is reasonable for you!

2. Suggested improvement:

The "x" for "examine". Other newer games have allowed the abbreviation "x" rather than requiring the full "examine".

There is still the problem where the description of a room or place calls out presence of items which you "cannot see" if you try to "examine" them. When you get to the correct room where the item really exists you can examine, feel, etc. the items. It would be nicer if there was some type of non-significant answer in these cases, even if only something like "these are not important now".

3. Suggestions which might make the game slightly more difficult.

A. The Commander's log is too explicit in two ways. Both could be muddled up by using the poor communications "snap-crackle-pop" type comments.

The first is telling that Shady Dan has the capability to modify Patrol ID cards. If the reference to Shady Dan were muddled the player would have to find that the machine is the correct one. In addition, the machine could self destruct after one usage and not tell you your new rank, making you try the doors to see if you chose correctly, taking 10 rather than 1.

The second is telling that the validation stamp has been hidden under the Commander's bed. If the reference only says the stamp has been hidden it becomes much more of a puzzle to look under the Commander's bed.

B. The letter in "Doc" Schuster's room is relatively explicit in that the panel is in the ceiling. If the reference to ceiling were deleted it is more of a problem to examine the ceiling to find the existence of a panel which you can then open and find the "nip".

C. In the Junk Yard it is too easy to get the spaceboots, which are necessary for the obtaining of the explosive. If there were some way to make it difficult to get the boots, some type of a puzzle such as losing them in a pile of rubble if you don't do something in the right order, this could complicate the game. You might require "pushing" the rubble out of the way or something like that.

Problems attached 10 "pages"





April 20, 1986

Max Buxton
Infocom, inc.
125 CambridgePark Dr.
Cambridge, MA 02140

Dear Max:

Congratulations on a fantastic game! Planetfall was one of my all-time favorites, so I was looking forward to testing Stationfall. I was overjoyed to see Floyd, my ol' buddy. He still liked 'Hider and Seeker!'

I found the game mostly easy, with a few tough puzzles. Getting to the station was a piece of cake. I figured out the bit about the pyramid almost right away. I feel there were too many hints.

The diary, scribbled note, log tape, and many more. I much prefer 'physical' hints like the acid in the Food Units, the robots' and welders' attitudes, the emergency call buttons, the auto-

doors, etc.

After I got into space village things went fairly easily. I collected a lot of stuff for blowing open the safe. In fact, almost all of the game is trying to do this... perhaps you could add a little to the end (Deck 8 and 9), Floyd being harder to kill, etc.

I really liked space village, with all of its shady places. And the ostrich (wow an elephant!), and my favorite, the Arcturian balloon creature.

The hardest puzzles for me were the Chapel and the Warehouse (both of which I called Max for.) I thought that maybe, maybe I had to go out of the ship; but I figured it was just a trap, like those dumb magnetic spaceboots that messed up my id. For a long time, I thought the J-series diode would work. After Max helped me find the switch, I was looking for ways to steady the pulpit, so I could climb

it. I knew for a long time how to lead the Arcturian balloon creature around, but I didn't think it would help me!

I was taken off the trail by some red herrings. Oliver, the 20-ohm bedistor, the 12-prong fromitz board, and the Theatre (something must be in the projection booth!)

I loved the touching ending, though Planetfall's was better (it made me cry.) I hope to see Oliver in future games, playing paddleball. By the way, I knew Plato was rotten ever since I met him. He never talked much to me, or listened either. I hope you're not mad that I only found four bugs... I tried.

Yours, truly,



Hintbook

STATSBORAL HINT BOOKLET

SEND INFO

4/1/87

ADDRESS TO: SEM

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INTRODUCTION

What are InvisiClues?

Since a major element of interactive fiction is solving puzzles, players often get stuck at various points in the story. InvisiClues hint booklets give you just enough of a hint to allow you to still solve the puzzle on your own. Thus, you can still have the thrill of discovering the solution, and can then continue onward in the story.

The invisible hints usually progress from a gentle nudge in the right direction to a full answer. The questions, which naturally have to be visible, have been worded to give away as little as possible. You should not use the presence, absence, or length of a question as an indication of the importance of the question's topic. Query questions and answers have been inserted to prevent you from using this hint booklet in that manner.

How to use this booklet

If you are stuck at some point in Stationfall, find the question that most pertains to your dilemma. Under the marker and run it once over the first hint. The waiting will appear in a second or two. If you're still stumped, go on to the next hint. (Remember to place the marker when you are done or it will try out. And by the way, the books are not immortal. InvisiClues you've developed will begin to irrevocably fade after around six months.)

Here's a sample question for you to try:

At home, Jim NEVER ate more than one helping of my purple goo! But last night at the Johnsons' party, he had three helpings of theirs! What's wrong with my purple goo?

Have you tried to TASTE MY PURPLE GOO and then to TASTE THE JOHNSONS' PURPLE GOO?

Now that you've determined that your purple goo tastes like old sweet socks, maybe you should EXAMINE MY PURPLE GOO COOKER.

If you remove the old sweet socks from your cooker, your purple goo will taste much better.

Your marker contains more than enough fluid to develop this entire hint booklet. However, if your marker dries out or gets lost, you can order a replacement marker for a nominal fee.

Once you have finished the game, look at the "For Your Amusement" section. Don't develop this section until you've finished, though, or you'll probably have none of the puzzles specified for you.

WARDEN THE U.S.S. DUFFY

How do I get back the door in the front side of Deck Twelve?

You can only open the door by putting a validated Assignment Completion Form in the slot.

You can only get your Assignment Completion Form validated if you complete your mission.

And your mission is to go to the space station and get that supply of forms!

Where can I find a forklift to move the pallets of forms?

Perhaps there's a forklift beyond the door at Deck Twelve. Or, perhaps there's one aboard the space station.

How can I remove a robot?

Simple. Put your Robot Use Authorization Form in the slot, then TYPE 1 or TYPE 2 or TYPE 3.

With robot, should I report?

Floyd, of course!

How does the space truck operate?

If you're having trouble getting into the truck, just OPEN THE HATCH then ENTER THE TRUCK.

All piloting is done automatically. Just put your Class Three Spacecraft Activation Form in the slot to activate the truck.

Both the pilot and copilot seat must be occupied first, though. Get Floyd from the robot base. When you sit in one seat, he'll sit in the other.

Once you've inserted the form, just type the course you want.

How can I send a message on the SA radio?

Since the microphone is missing, you can't.

How can I get to the space station?

by using the cooperatively A* journey. The the question about how to operate the truck.

Remember to be careful with the hatch closed when the truck launches. Now just WAIT a few turns, and you'll reach the space station, and then dock automatically. If you find us in the middle of empty space, you typed the wrong course number.

THE COMING MODULE (LEVELS 1 THROUGH 4)

How can I get the seven-pointed star?

It's high above you, beyond your reach. You must get higher, somehow.

It's as easy as A. B. C.

A. B. C. is in Aristocrat balloon creature!

See the question about the balloon creature.

You'll have to figure out how to get the creature to the Chapel.

You've gotten the balloon to Level Three, but it doesn't enter the Chapel even when you carry the star there? Well, there must be a reason for that!

What are some of the features of the chapel? Go back and read the sign in the Pet Store again.

The balloon creature is filled with hydrogen.

Hydrogen is very flammable. That's why the Hindenburg exploded.

The creature is terrified of the eternal flame. You'll have to turn it off.

Examine the subject.

OPEN THE SUBJECT. TURN THE SWITCH. GRASP THE BAR. GRASP THE LEASH. TAKE THE STAR. Yay.

How does the High Frequency and Dispensing Unit work?

Have you turned it on?

I guess the answer to "How does the HFU work?" is "It doesn't."

Like all the other machinery on the station, it has been turned against human beings by the influence of the alien pyramid. You'll have to look elsewhere for assistance.

How does the handheld reader work?

Just put a book in the reader, then turn the reader on.

Where are other books to be found: in the Chapel, the Printing Plant, and Cocking Fly #3.

You've probably noticed that static and bizarre thoughts are interfering with your hearing of the narrated channels. Sorry; nothing you can do about it.

What does the detector do and how does it work?

Excuse it.

Open it.

This hydraulic lock must be. The detector probably won't work until you release it.

Am, but what series hydraulic is it? There's that U-series hydraulic in the books. You could just go ahead and try using that one...

The hydraulic lock is covered with oil.

Why not clean the hydraulic lines?

Well, how do you know that the U-series hydraulic isn't correct. (If you tried to use the U-series hydraulic, you already know that.) But...where is there an H-series hydraulic? Try your reading skills...

More specifically, take some microfilm books to the library.

The book on Chaos mentions in "...etc..." and the static!

There's a hydraulic inside the seven-pointed star! Go see that question.

Is there anyway to open the star in the dome?

Have you read the book on the lock?

The storage bin key is in the safe. See the question about opening it.

THE CHANGING MODULE (LEVELS 5 THROUGH 7)

How can I get things that the dispenser in the PX?

First, you need a coin. Where might you expect to find coins?

See the assistant about opening the strong box.

You put the coin in the slot, then TYPE 6 or TYPE 9 (depending on which item you want).

But the item inevitably gets stuck inside the dispenser. And you won't be able to dislodge it on your own.

You'll need the ostrich. Is the ostrich useful?

Once you've gotten the ostrich into the PX, you have to induce it to dislodge the stuck item.

What's the best possible myth about ostriches?

They stick their heads in holes when frightened!

So do something to scare the ostrich (e.g. YELL or KICK IT) or simply SCARE THE ASSISTANT.

An alternative solution: stick the ostrich's head into the dispenser hole.

Are the lights in Station Central important?

They can tell you which of the station's systems are malfunctioning. Green indicates a functioning system; yellow signifies a minor problem; red shows a system with a serious malfunction.

Monitor the lights as the carons and days pass by. The situation seems to get worse and worse...

...then, on your third day, all the lights are green again!

That isn't because all the systems are functioning again (obviously). The tyrant has "taken over" the systems monitor board to mislead you!

Can I send a "mail" message from the Room Center?

Push the red button.

I guess not.

How does the log reader work?

Place a track in it. Turn it on.

There's a log kept in the Commander's Quarters, right next door.

Once you've made the light entry, just keep crapping the red button to read the subsequent messages.

The log reader will overload after being on for about twelve turns. You'll be warned by a whistling noise. The only way to prevent the overload is to turn off the reader.

How can I open the safe?

You won't be able to open the safe until you've solved a whole bunch of other puzzles first.

Have you been in the Intrigue Post?

Read the sign and the instruction sheet?

Don't go on until you're in space, beyond the airlock.

Blow up the safe with the explosive. You'll need the drill, the explosive, the detonator, and the timer (from the PY dispenser). See the questions relating to these items.

How can I get the drill bit out of the heating chamber?

Try taking the MEDIUM DRILL BIT.

"...the opening is too small for a normal human hand..."

ASK FLOYD TO TAKE THE MEDIUM DRILL BIT.

What should I do about Silver?

Silver's presence seems to affect Floyd pretty deeply, but you can't do anything with Silver until he "wakes up."

No, ignore Silver for now. Maybe he'll wake up before the end of Simbauntail: maybe he won't.

How do I get past the security doors (into the Brig and the Armory)?

There's an ID reader next to each security door.

To use an ID reader, just put the ID CARD INTO THE ID READER.

Nothing happens. Perhaps your rank isn't high enough to open security doors.

Have you read the commander's log?

See the question about the incognito machine in Shady Dan's.

Your rank is 8. Once you have replenished your card for any higher rank (7 through 10), putting the 10 card in the reader will open the door.

Where's the toolbar that belongs in the Shining Room?

Good question. I'll be right back.

How can I decipher that message in the Alien Sign?

There are clues all over the block!

A subtle clue comes from examining the alien skeleton.

A less subtle clue is found in the story of Professor Schultz.

But the biggest clue of all is in the Mayor's Office.

It's the video of Mayor in the textbook. That video is the Mayor's attempt to decipher the code.

The aliens communicate not by words but by tastes!

TASTE THE CODE.

Still lost? Okay, here's a rough translation: "Fellow Hunji! Sabotage failed, but I have learned the Sabotk weapon's one weakness. Element number 74! Exploit the weakness! We're getting this out..."

How does the Drill Work? What should I use it?

To drill a hole in the assembly, the spacetruck, just type DRILL HOLE IN SPACESTUCK.

There are three different sized bits scattered around the Space station: the small drill bit that's in the drill when you find it, the medium drill bit in the meeting chamber, and the large drill bit in the PY discenser.

The drill, like all the technology in the station, is pretty flaky. It may work several times, but you can only depend on it working ONCE. So think before you drill.

You should drill the safe. Do you know why?

So that you can put the explosive in the hole you drilled.

Examine the various drill bits. Examine the explosive.

Obviously, to have a hole big enough for the explosive, you need to drill with either the medium bit or the large bit.

But if you use the large bit, you'll have used up your one coin, and won't be able to get the money. Therefore, you must use the medium bit to drill the hole in the safe. Get the instructions about the detonator and explosive

for more information.

How can I get into the closed door hatch?

You won't be able to get past the door hatch until you've explored the Command Module pretty well.

There's a slot next to the hatch. By now, you should know that slots are for forms. Have you found any applicable form?

Read the form from the trash can in the Printing Plant.

It's too crumpled to fit in the slot. There's a way to uncrumple it.

Have you used anything whose purpose is to remove wrinkles?

The presser in the Laundry!

Open the presser, put the crumpled form in it, close the presser, then turn it on. BUT BEWARE: Don't leave the presser on any longer than you have to!

The form now fits the slot, but gets rejected because it isn't validated!

I got you. Haven't read the commander's log.

Look UNDER THE DOOR in the Commander's Quarters.

STAMP THE VILLAGE ENTRY FORM WITH THE VALIDATION STAMP. You can now open the door hatch by putting the form into the slot.

Is there anything important in Professor Schultz's notebook?

It should help you figure out what's going on around here: why there's no air anymore, why all the machines are malfunctioning, etc.

There's also a clue for deciphering the dot-writing in the alien ship.

What is the meaning of the note in the Aid Office?

It's another clue about what happened around the station before you arrived, and what's continuing to happen.

If there's any word in the note you don't know, look it up!

The writer of the note was obviously killed before he finished the note. (The stains are blood stains.) The only English word that begins with "bacteriophage" is "bacteriophage."

A bacteriophage is a virus which enters a bacteria and takes over the bacteria's DNA in order to turn the bacteria into a "factory" for producing more bacteriophages. Ultimately, the host bacteria disintegrates, launching the new bacteriophages.

You'll learn more about this, eventually.

How can I get past the mutants?

Through dangerous. The mutants are obviously calmed by one thing.

Have you ever turned on the large box with the dials and pedals?

It's an organ. The mutants are lulled by the sound of organ music.

If you play Beethoven's "Sonata for Organ and Clarinet in G-Minor," the mutants will be lulled to sleep. It will then be safe to enter the Mutant Lair.

Incidentally, there are no mutants in Stationfall. There ARE some mutants in Planetfall: perhaps you got confused and picked up the wrong hint book.

Is the missing tank important?

Have you read the commander's log?

The alien pyroclast was moved the missing tank, but at some point it has been lost, or been removed, by violent means. Hmm. Where could it be now?

Is the twenty-second machine really useful?

if it is, you'll ring it soon.

THE "WILLIAMS"

How can I get into the william?

The air circulation in the observation section about covering the iris hatch.

Is the Andorian balloon creature useful?

Learn everything you can about it: read the file, open the cage, do things with it...

There's a supply box in the "BAM" Shop. Have you read the label?

Do you really think that the author would put such a complex creature into the story if it were useless?

Try grabbing the leash.

Have you ever wondered what would happen if you grabbed the leash in the normal gravity of the station's Spinning Module?

If course, you can't just try until you can figure out a way to move the balloon creature.

The supply can contain a supply, which is what the balloon creature eats.

Go into the next room and empty the can. The balloon will zoom in to get the food. You can use this method to lead the creature around, as long as the person told you. Now you just have to figure out where to lead it.

What does it mean when the crystal ball glows?

It means that Captain Kirk is in trouble.

The crystal ball never glows. Remember the warning in the introduction: if you look at the answers to questions you don't understand, you'll probably end up learning things which will ruin the game for you.

Is the textbook in the "Wagon" office important?

Read it!

Read the piece of paper! It's very useful.

It points to something in another part of the space station.

Have you read Professor Schultz's diary?

Use the question about "concentrating the alien dots."

How does the platinum detector work?

For one thing, it just is tipped on.

How just handy it stands with you. It will beep if you ever enter a room where platinum is present.

After a while, the platinum detector will malfunction and become too hot to hold. Simply turn it off and it will quickly cool.

What's this intercom device in Shady Dan's?

Have you read the commander's log?

This is the ID-fixing machine he alludes to.

To use it, simply TYPE IT IN, put your ID in the slot, and TYPE the number of the door you'd like.

For extra information, ask the question about opening security doors.

How can I open the strong box?

You won't find the key anywhere.

This job calls for brute force.

You won't be able to open the strong box until you understand how Shady Dan's machine works.

Once you've gotten into the library, it should be easy.

Just break the strong box!

Are the dice or the roulette wheel useful?

The dice aren't any use at all.

But the roulette wheel is.

What sort of trick would you normally do to a roulette wheel?

Turn the balling wheel.

Is the exterior of any use?

Definitely!

Read the letter that's placed in the lieutenant's.

The letter reads to the following email in the Pet Shop.

So, go to the cat trap and receive the railbird!

Open the railbird's crate and take the ostrich pie. Ostrich pie is probably a lot like cat food.

The ostrich will follow you if you're holding the ostrich pie. If you drop it, though, the ostrich will eat it and be "out" for the rest of the day. If you want to "rescue" the ostrich while holding the pie, put it inside a container (such as the survival kit) and close it. Or, enter any room with a bed.

When you come to the point where the ostrich is useful, you find out in the question dealing with that topic.

How can I get past the airlock?

To use the airlock, simply open the inner door, open the airlock, close the inner door, then open the outer door.

Of course, if you're not wearing a space suit when you open the outer door, you'll die from the vacuum.

See the question about the roulette wheel.

There's a space suit in the locker in the Floorhouse.

You can now open the outer door of the airlock without rupturing your lungs.

Instead, you're swept away into space! You need to wear something else.

The magnetic field from the Junk Yard. Now you can open the outer door and go DOWN into space. (Space is dark. You'll need a light source.)

Get the railbird from the Field Office.

Why is the explosive melting?

Read the instruction sheet from the Trading Post.

HELLO! must be kept very cold. That's why it's stored out in the vacuum of space. It melts quickly when exposed to helvy, room temperature air.

There's something you've probably seen that's good for keeping things cold.

You might be overlooking it, because it's also something that's good for keeping things hot!

It's the Inermos bottle. Put the explosive inside the Inermos when you're in space. Don't forget to close the bottle. The explosive will now take approximately four weeks as long to melt.

How does the explosive work? Where should I use it?

Examine the explosive and read the instruction sheet from the Trading Post.

you'll need a timer and a detonator.

You can get a timer from the XX distributor. See that question for details.

There's a detonator in the storage room on Level Two. See the detonator question for more details.

You also need to drill a hole for the explosive in whatever it is you want to blow up.

Since the explosive is the width of a pencil, the small drill bit won't make a wide enough hole. You'll need to use the medium bit or the large bit.

If you want to blow up something that isn't near the airlock, you'll have to discover a way to keep the explosive from melting. See the previous question.

To blow something up, just put the explosive in the drilled hole, attach the detonator to the timer and the explosive, set the timer, and leave the room. Now you merely have to figure out what you should blow up!

BELLOW LEVEL SEVEN

How do I get to Levels Eight and Nine?

I suppose you've found the elevator to well as the ladder leading down from Level Seven.

Since the barrel method won't work, don't worry about it for now. Hopefully, something will work up, meanwhile, work on other goals.

Don't go in unless you've found the key.

Don't go in unless you've blown up the storage bin.

Have you read the item description carefully since the storage bin explosion? The air shaft grating is grating is loose! Try to open it.

You can now enter the air shaft, and climb down to the lowest levels.

What is that you found in the water tanks?

The backdoor key.

If you were in and stayed in a shower station, where would you go for a bath?

What you? Well, after a shower? Why are you developing this hint?

How can I open the grating at the bottom of the air shaft?

Have you tried using the key?

How can I get past the exercising exercise machine?

You've seen to the gym, haven't you?

Read the sign in the gym.

You can find a jammer in the dark storage room near the Workshop on Level Five. You'll need the key to get in the storage room, of course.

To stop the exercise machine, the jammer must be turned on, and it must be set to 210.

Oh yes, one more thing. Have you examined the jammer?

Have you seen anything that might fit those twenty five sockets?

Plug the twenty-pronged female board (from the Astro Lab) into the jammer. This will disable the exercise machine.

How can I survive the charging forklift?

Take baby steps! Locked? But seriously, folks, this one's easier than you think.

Do a little and read the instruction carefully.

Especially note the location of the forklift.

It's right across the end of the exercise machine.

Turn off the jacked. The exercise machine will make short shrift of the forklift (and vice versa. Fortunately).

How can I avoid the dreaded washing machines?

I'd take my business to a different laundromat.

There's no washing machine in Station 11. The missing washer from the Laundry was obviously misassembled for parts to take more alien dynamids.

[Folded paper intentionally left blank.]

What should I do in the Factory?

I hate to deliver the point, but any moment now, a joddzillion alien dynamids will be launched from The Factory. Within a few days, each will find a host voice or station, and broadcast joddzillion more alien dynamids. By the end of the month, absolutely will be interstellar OUST! To make matters worse, you've got about three weeks of an eye left to live.

You must destroy that machine! But Floyd won't let you get to the pedestal.

You've got to admit that Floyd hasn't been himself lately.

As hard as it is, you've got to shoot Floyd with the zapgun. It's him or the galaxy. Your choice.

Once you've shot Floyd, you've got to destroy the dynamid. But even zapguns are useless against the alien dynamids!!!

You're not going to know what to do now unless you've deciphered the alien dot writing. Say the situation about that.

To decipher, the dynamid instructions are stopped by "element 78."

Do you know how to read a Periodic Table of the Elements?

If not, the missing list of missing number of 78 is...platinum!

Use the platinum detector to find some! Just turn it on and go into every room...

There's a distant somewhere in the Bendorshop. But where?

Behind the mirror! Press it!

Cover the pyrexia with the platinum foil.

Congratulations. You have read the text and completed the story of
Stationfall.

How can I refuel my spacetruck?

It's not surprising that you don't know. That part of manual task is usually done by some droid, like an Epsilon Nine Class from the Refueling Division. But explore the space station; you might learn something.

Have you seen the commander's log? Have you seen the Data? Have you found a hidden minefield? Have you read that book?

There's first step, obviously, is to open the storage bin.

See the question about opening the lock. Can't go on until you've procured the key.

How just unlock the storage bin with the key then open it.

The fuel cells will be in your head, you say? Hmm. It must be the work of that nasty alien synthoid. Somehow you'd better concentrate on neutralizing it. But where is it?

See the question about talking to Levels Eight and Nine.

Actually, there's no way to refuel the spacetruck in Stationfall. (Presumably, after the destruction of the overrid, the machinery stops malfunctioning, and you can send a "Help" message. Oh, a routine rescue party comes to the station after you're last rescue got (lack of radio contact.)

What should I do when the alien ship docks with my spacetruck in mid-trip?

Is the alien ship in phase.

Your spacetruck is damaged.

Oops, you make no choice, unless you enjoy being little bits of exploded Lieutenant First Class.

Should I continue toward the Duff and the aliens have boarded the truck?

The aliens don't know how to operate the autopilot; only you do.

But the aliens have fly over; you don't.

So, you'd better follow their orders, unless you want to get humiliated, charged, and blown out into space. Or worse.

What does Captain Armstrong want from me?

He wants to know how to stop the aliens from taking over the Duff. Especially that they need help. "Take the Duff, towards the Galaxy!"

You must have heard or heard something about the spaceship that demonstrates some weakness on the part of the aliens.

Remember your weakness and use it to your advantage?

The aliens are terrified of mice. Go to the Buff's Bio Lab and release all the lab mice.

How can I show the aliens how devastating Captain Fuzzbottom?

You won't be able to stop them until you have the proper, very powerful, quite deadly weapon.

Go on up until you've been to the Navigation Deck.

Don't go on until you've docked with the comet.

Don't go on until you haven't been to the fairy castle and met the twin princesses.

Don't go on until you absolutely agree withing individuals developing fluid in your muscles.

TEMPERAL QUESTIONS

What is my goal in Stationfall?

Read the Instructions Completion Form in your Stationfall package!

For you, that's your goal.

Once you're aboard the Space Station, the strange conditions there may cause you to re-evaluate your goal.

Have you ever heard any announcements?

A message arrives, approximately a hour after you wake up on Day 2. Go to the Com Center; the message will be displayed on the screen there.

Now that your original assignment has been cancelled, you can concentrate on your new goal: figuring out what's going on aboard the space station, and what to do about it!

After a while, an event will occur that should tell you a lot more about what's going on.

Pluto's attack. At this point, Pluto will tell you everything you haven't already figured out.

Obviously, your goal should be to destroy this pyramid before it can send out its signals, toward other-occupied space!

I've reached the Space Station. Where is everybody?

Explosions around! There are clues.

The crew of the ship is still not when you arrive. Whatever happened must have happened recently.

Visit the Commander's Log. Read the diary and notes in the Scientific Sub-module. Visit the alien ship. Note the behavior of various machinery.

See the previous question.

Explosions! Is the elevator in the Command Module works.

To summon the elevator, push PAGES (THE BUTTON) next to the elevator shaft entrance. When the elevator arrives, ENTER THE ELEVATOR. Then TYPE 3, or whatever number level you want to go to.

The elevator will not go to Level Eight or Level Nine. It's up to you to figure out why.

It's useless to enter the elevator shaft when the elevator isn't there.

Warning! Using the elevator after Day 7 is fatal!

What can I do about those "chickens" (people the language) hull welders?
They won't follow you if you leave the room before they reach you.

Once you've found the solution, you can shoot that. There are four hull welders; once you've shot them all, they can't bother you anymore!

Where can I find food?

There's a survival kit in the space truck. It contains two blobs of goo and some blue goo.

There's also food in the kitchen.

Exactly where you'd expect to find food: the Grocery and the Greasy Straw.

There's ketchup in the plastic bag at the Grubbery, and nectar under the counter at the restaurant.

If you're miserly with your food, not eating it down the moment your tummy growls, you should have enough to last you into Day 4.

Where is it safe to sleep?

It's safe to sleep anywhere there's a bed: the various barracks and officer's quarters, the sick bay, the infirmary...

How many different things are there?

Six.

Hero! Floyd needs killing me!

Yes, but at least he's giving you a lot of interesting information!

There is a way to stop him, even though you're paralyzed.

Have you noticed that you can talk?

Floyd is completely now entered his two friends, you and Plato.

Ask Floyd to make you. This will provide the little extra incentive Floyd needs to side with you over Plato. (FLYD, TAKE THE STUN GUN or ASK FLOYD TO STOP FLOYD or FLYD, MR. MR.) You can do this on any of the turns before Floyd's first and second stun gun shots.

Hero! Oliver needs killing me!

who would have thought that a winning, baby robot could be so deadly?
And would have thought a winner would become President?
And would have thought that the Mets would become World Champions in 1969?
And would have thought that a normally quiet person like you would be
chewing my tobacco & spit to a fair question like this one?

Good-billy good! The whole radio station flows up early on Day 4.

Do you know why?

There's no way to prevent this. You'll have to stop the pyramid from launching
its replicas before that.

Use this section only if you wish records. The information below may give away the answers to questions you have not yet solved.

HOW TO GET YOUR AMUSEMENT

Expose this section only after you have completed the game. If you look at this section before finishing the game, you may learn the answers to puzzles you have not yet solved:

Have you tried...

...searching the lockers of boxes in the Force Storage Room? Opened a box?

...to destroy the Force in the Force Storage Room (or the Shipping Room)?

...picking Rex or Fido and then tried to complete the game?

...saying WILL to Rex and Fido?

...telling Fido's Will still on the Duff?

...to smell, kiss, scold, tickle, kill, and kick Floyd?

...talking to Floyd when he's turned off?

...searching Floyd when he's turned off?

...to put something in Floyd (while he's turned on)?

...asking Floyd to sit in the pilot seat? When he's in it?

...telling Floyd "yes" when he asks if he can pilot the spaceship?

...turning on the 11 radio in the spaceship?

...pressing the red emergency button in the spaceship? After all your fuel is gone?

...typing 1 down into the spaceship's controls, then leaving the truck?

...launching the truck with the hatch open? Without being in a seat?

...typing in the wrong codes and then waiting a few chrono for the air to run out?

...examining the Intercom Dottle?

...to give any of the food items to Floyd?

...exercising in the gym, both on and out of the exercise machine?

...looking behind the driver?

...putting the J-series hyperlaser into the seven-pointed star?

...examining the eternal fire while it was on?

...killing in the Food Dispensing Unit in the Vesp Hall? In the morning,

...afternoon, and evening?

...to throw the can of coffee?

...waiting for the elevator in the lobby?

...examining, searching, or entering the pharmacy in the Dome?

...to look for the key when you're in it?

...moving the elevator while there's an item lodged in it?

...getting into the trash can?

...filling something with a small object before finding the drill?

...kissing Floyd?

...reading Flitz's volume of poetry? Have you tried to take it?

...asking Flitz to open the safe, reach into the dispenser, take something from the nesting chamber, get the seven-pointed star, open a security door, or destroy a wall panel?

...looking into the crystal ball?

...reading the notices in the Recruitment Office and the Travel Agency?

...using a simulation booth (by switching it and turning it on)? Repeatedly?

...to enter the code in the PIA Store?

...spraying the cat balls toward the door?

...swallowing the key when the griffin creature is present?

...storing the catball only in the Robot Shop?

...giving the catball to Flitz?

...opening the hatch (opening the hatch with the ostrich or the balloon creature present)?

...rolling the dice, repeatedly, in both one-toe and zero-toe areas?

...reading through all the Stellar Patrol books by typing 1 through 10 on the innocuous machine?

...to type a rank less than 1?

...to shoot me, my hawk, Flitz, the balloon creature, the ostrich, the dispensing machine, the vulcan, a shur, or a bee?

...to shoot Oliver, with Floyd turned both on and off?

...shooting something you were holding? Something Floyd was holding?

...to shoot the hawk with the hawk?

...drilling your head, the balloon creature, the ostrich, or the dispensing

beginning?

...smelling anything while wearing the space suit?

...falling asleep while in the space suit?

...detonating the explosive without leaving the room?

...getting into the computer room while it's attacking you in Computer Control?

...shooting Floyd a second time in the Factory?

...to TURN IN FLOYD after shooting him in the Factory?

...typing DEATHLESS in the Factory?

...climbing into the cockpit in the Alien Ship? In the Factory?

...typing BOMB, DISTRESS, EJECT, DUFF, SCRIPT, UNSCRIPT, or VERSION with Floyd present (and not turned off)?

...reading through all the footnotes? (There are 14 of them.)

...typing MURDER

...pouring something non-sensical (such as DUFF ADDS)?

...asking what IS a quest?

...talking to anyone, including (for example) BRILL BRILL BIT, TELL ME ABOUT "LUTZ"?

...to clean the floor (anywhere) and the windows (in the spacetruck)?

...asking Floyd to open the safe, kill the welder, set the seven-pointed star, reach into the dimension hole, or open a security door?

...showing something to Floyd and then responding "yes" to his question?

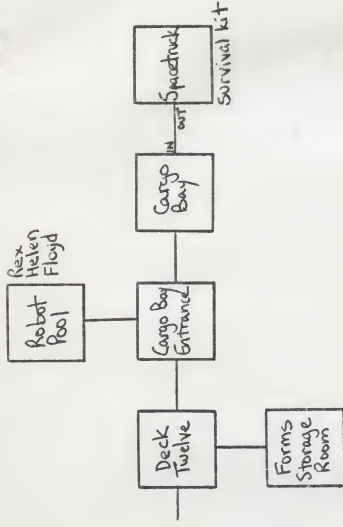
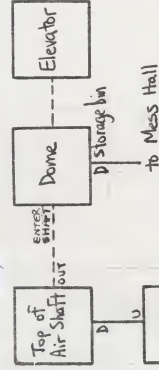
...asking Floyd to get in the exercise machine, pilot the spacetruck, or take the wallow creature's breath?

...asking Floyd to wear anything (such as the boots, Patrol uniform, etc.)?

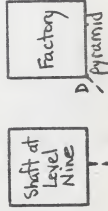
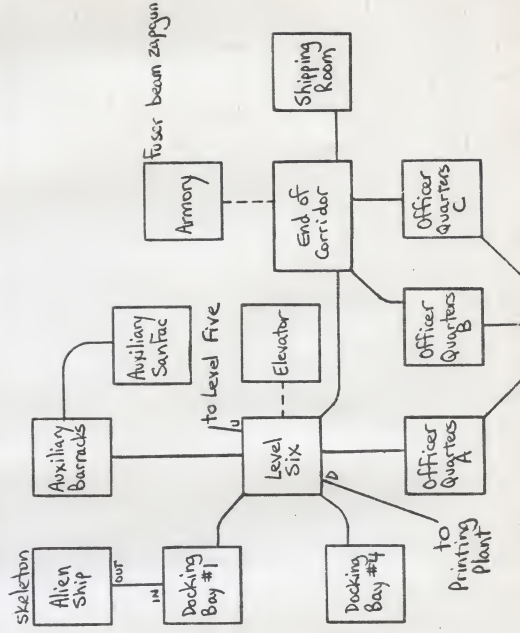
...to PLAY WITH FLOYD? How much later in the game, right before he disappears in the Factory?

...asking Plato about: Floyd, Plato, Oliver, the volume of poetry, the calculator, the reflective foil, or the pattern of dots (in the alien ship)?

...asking Floyd about: Plato, Floyd, Oliver, any of the hyperdiodes, duck-duck-beanshell, the reflective foil, or the pattern of dots?

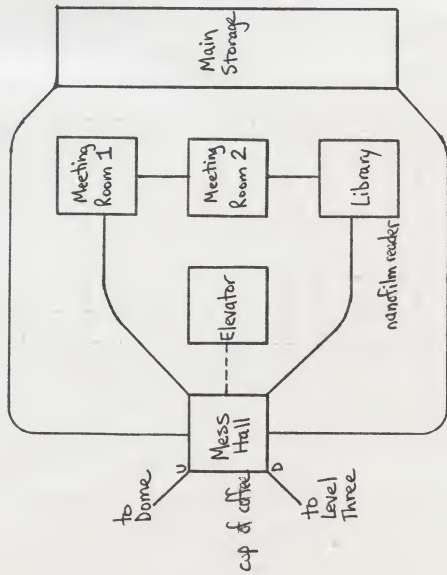


ABOARD THE S.P.S. DUFFY



Control

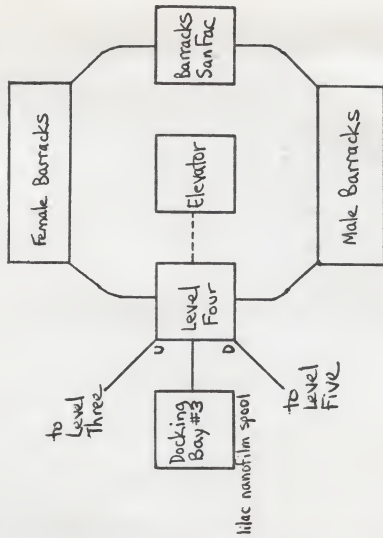
LEVEL ONE, ENDGAME



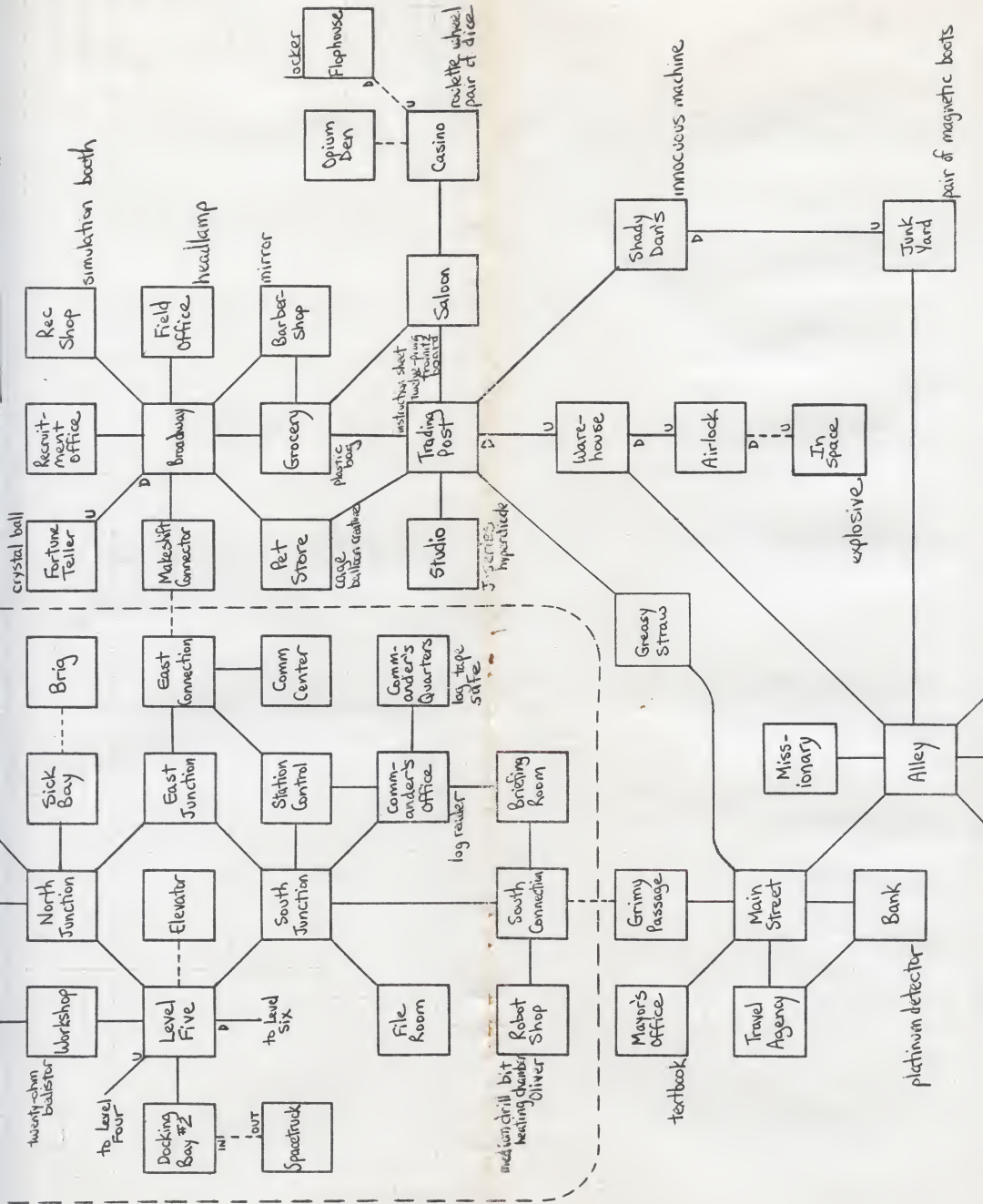
LEVEL TWO

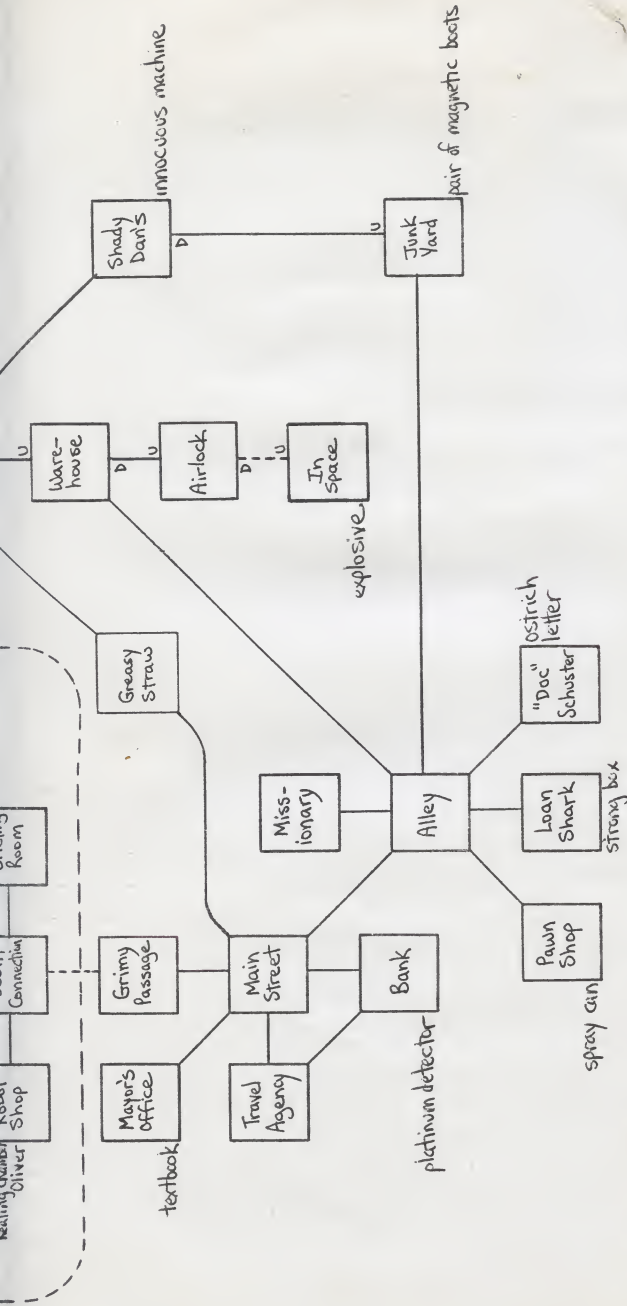
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LEVEL SIX

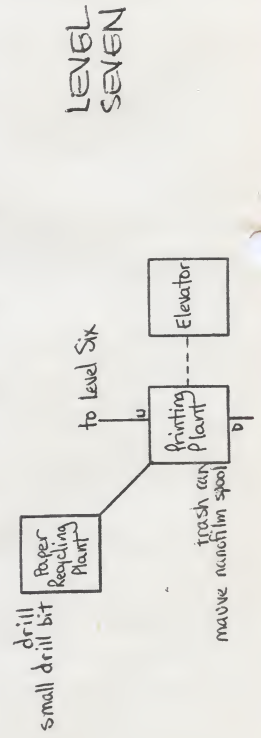


LEVEL FOUR



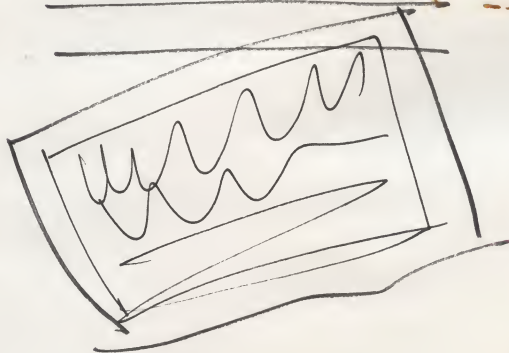
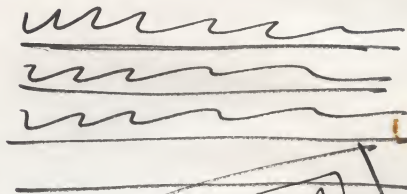


LEVEL FIVE, SCIENTIFIC SUB-MODULE, VILLAGE



LEVEL SEVEN

STELLAR PATROL



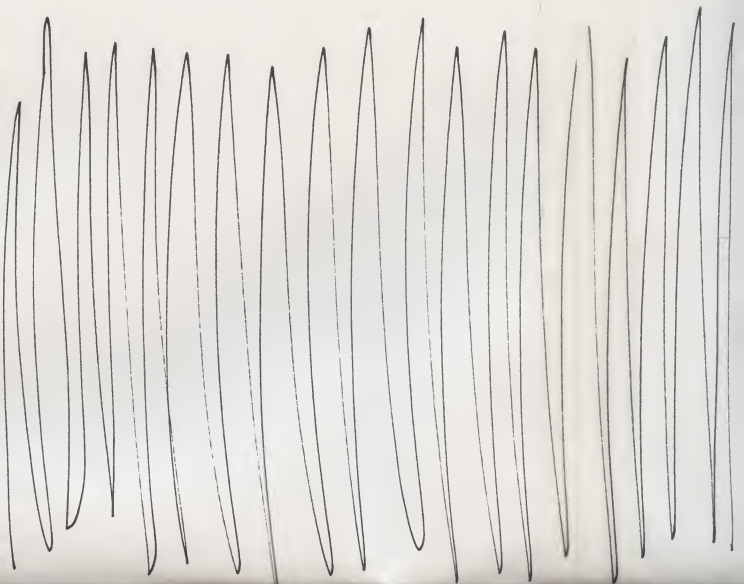
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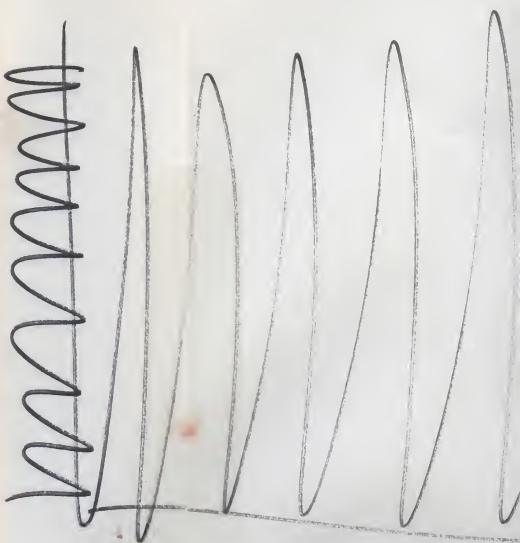
STELLAR PATROL



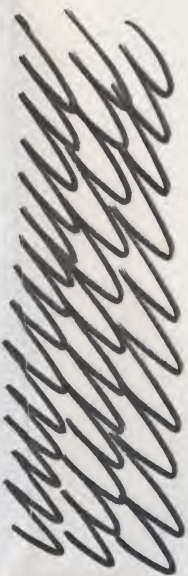
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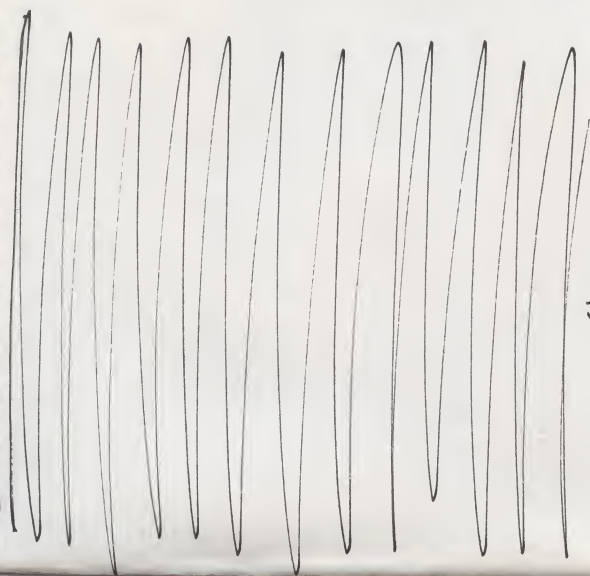




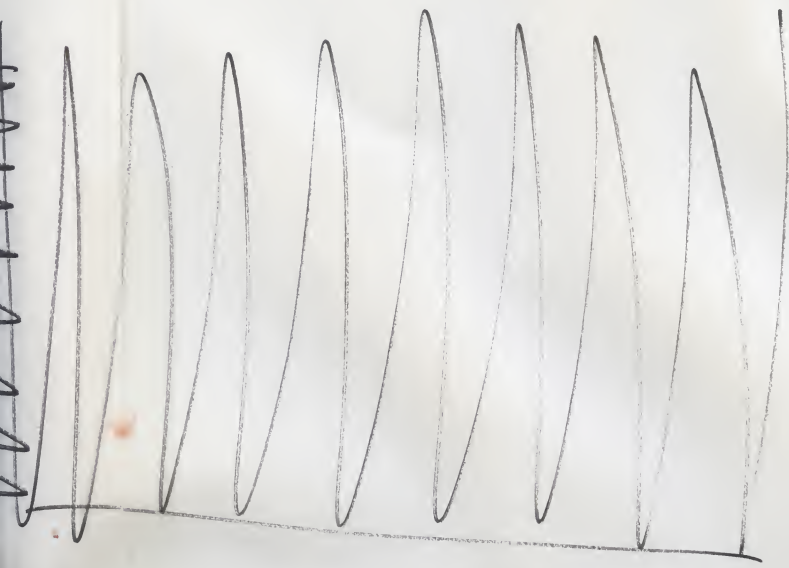
STELLAR PATROL



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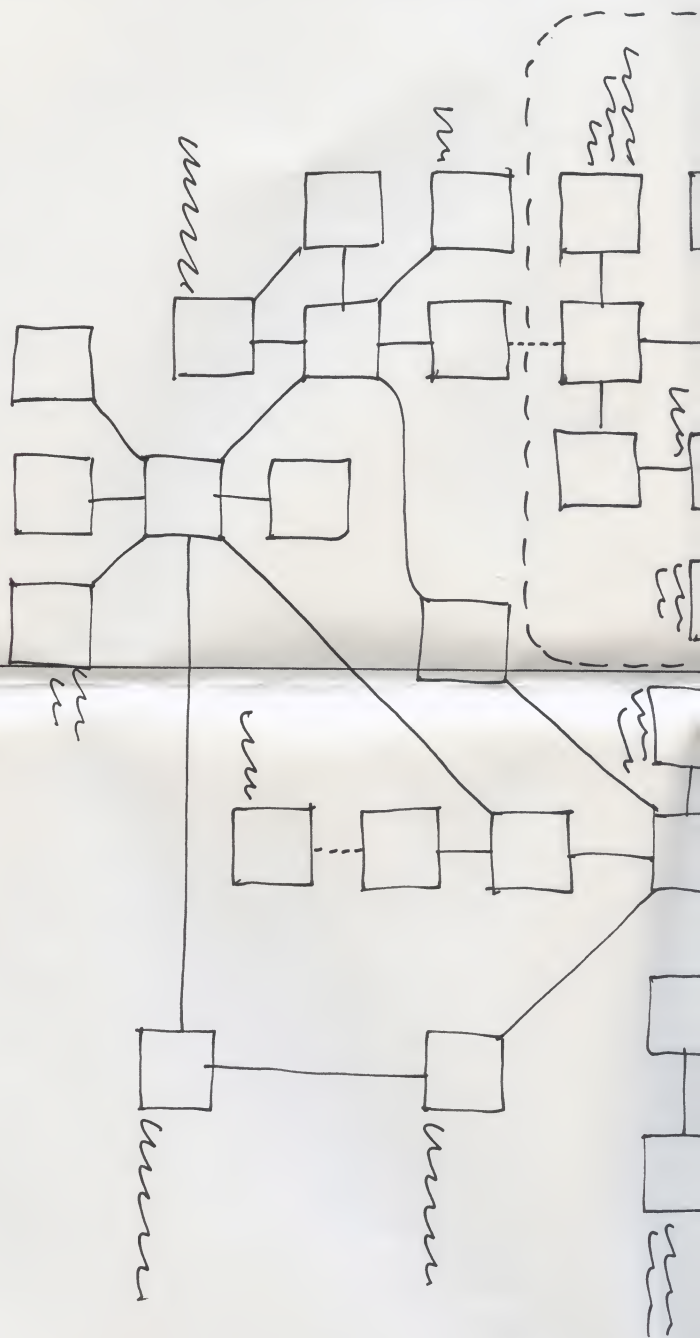


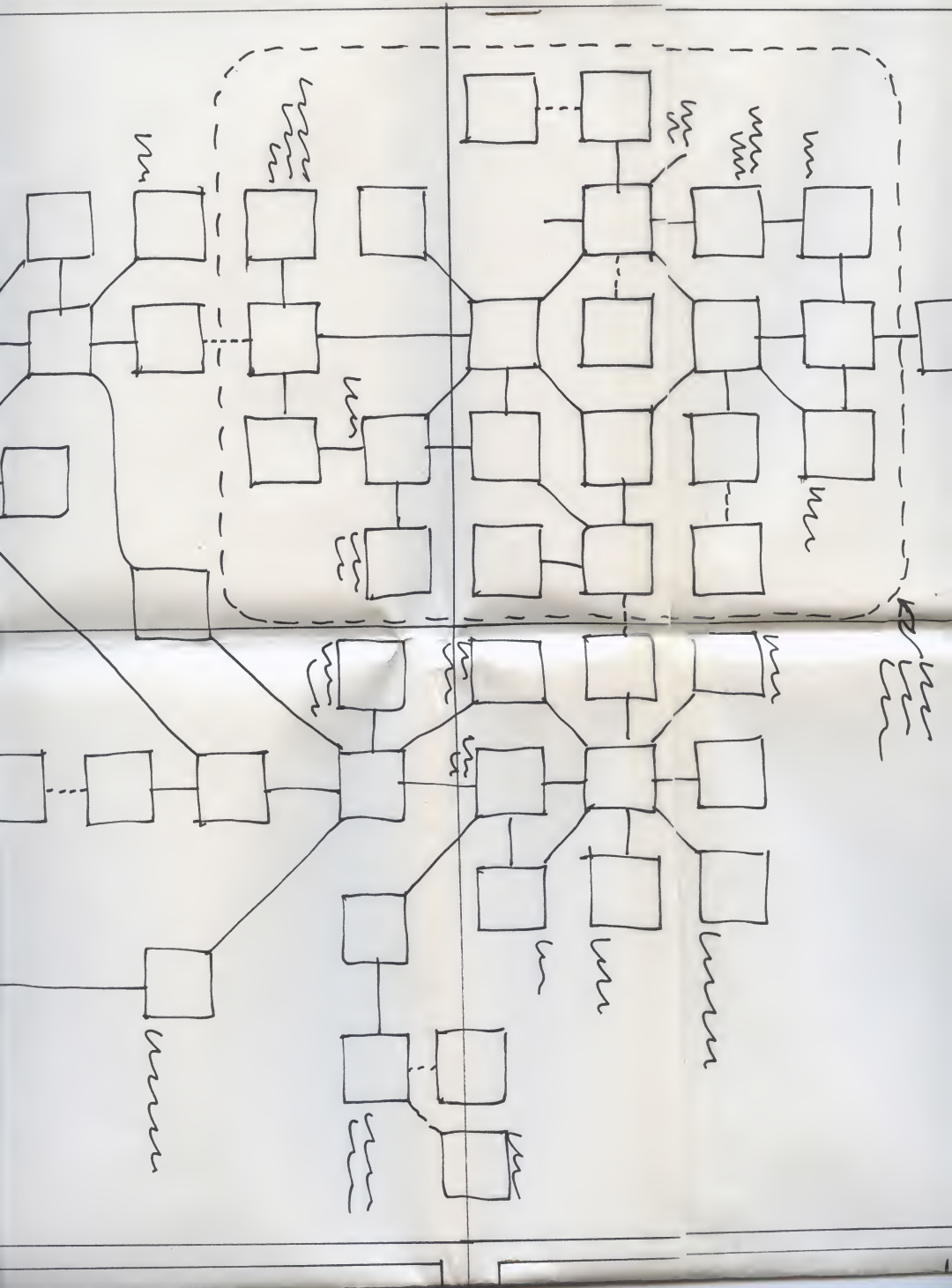
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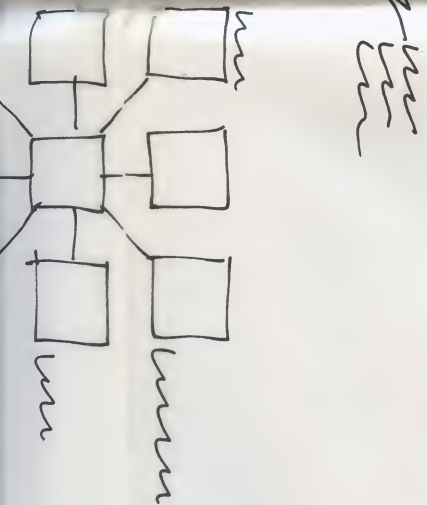
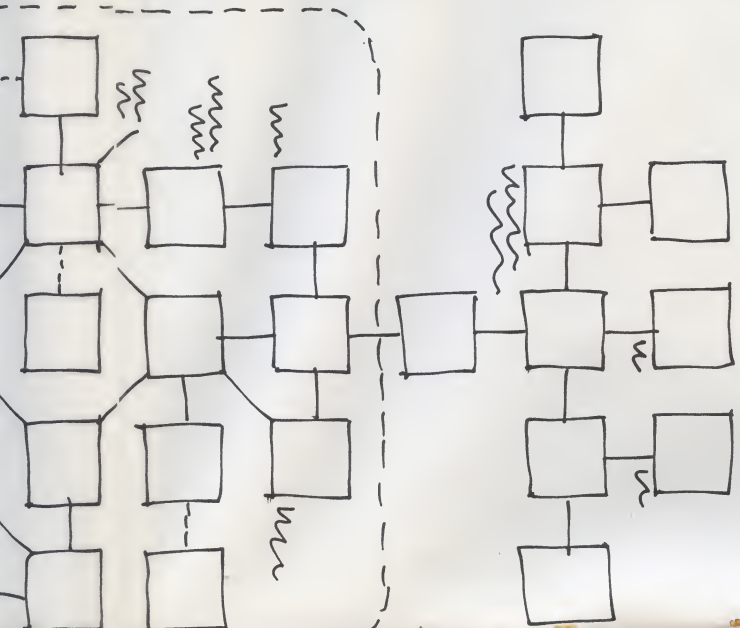
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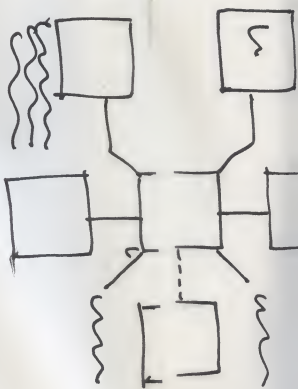




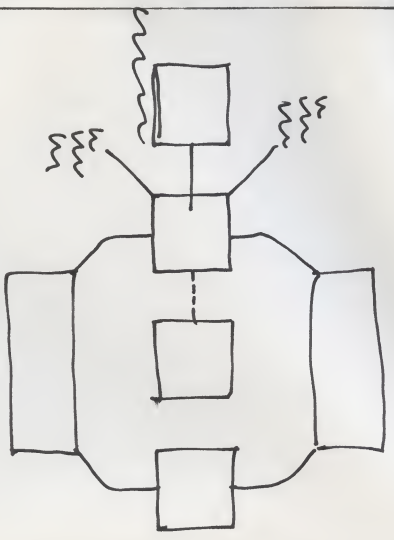


LEVEL FIVE,
SCIENTIFIC SUB-MODUAL,
VILLAGE

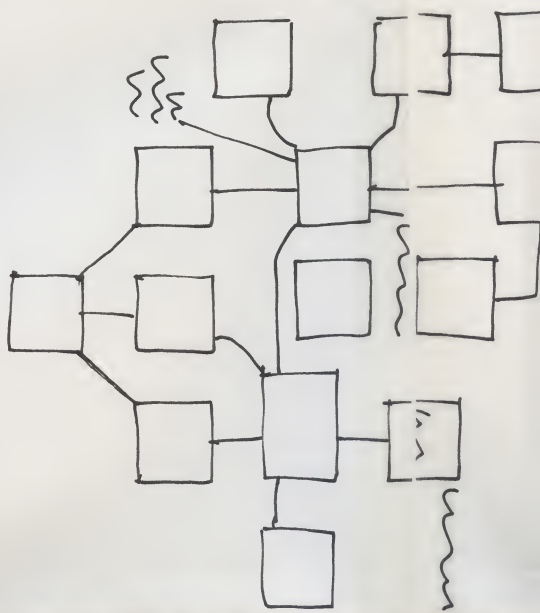




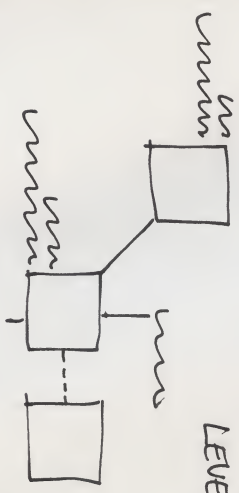
LEVEL THREE



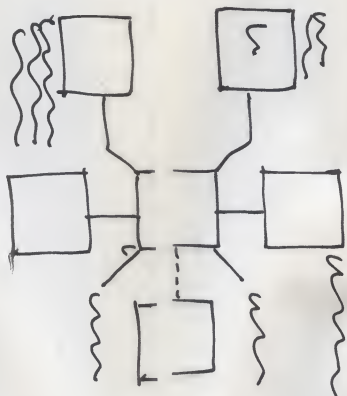
LEVEL FOUR



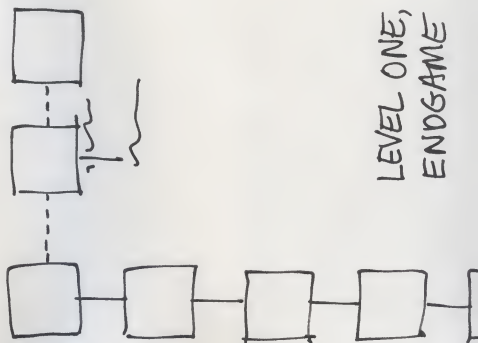
LEVEL SEVEN



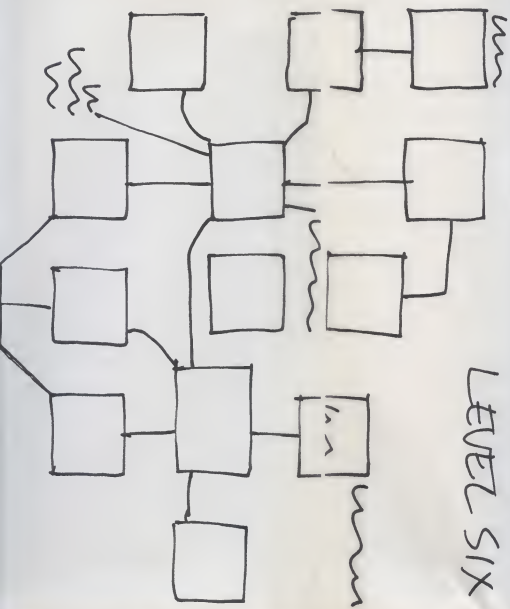
LEVEL THREE



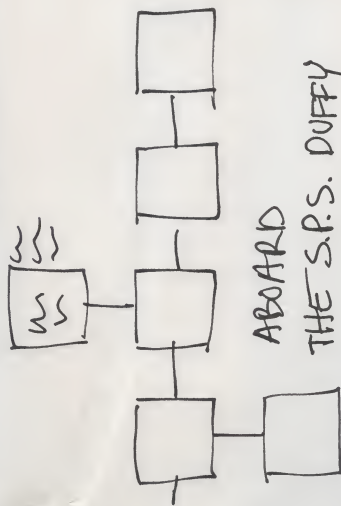
LEVEL ONE, ENDGAME

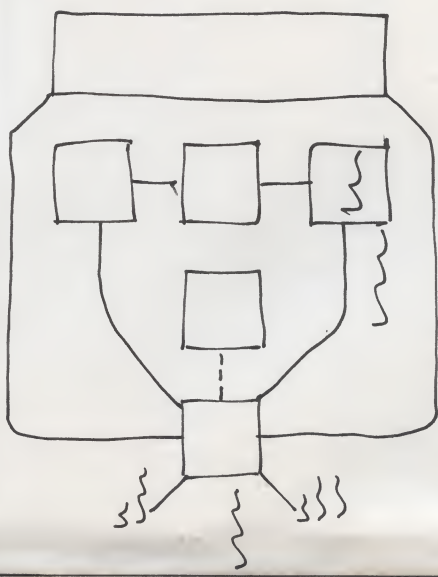
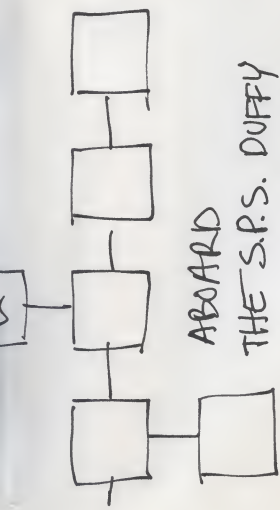


LEVEL SIX



ABOARD
THE S.P.S. DUFFY





Need legend

OFFICIAL STELLAR PATROL MAP

Here we'll put a huge MAP DISBURSAL AUTHORIZATION stamp, with space for issuee's name, ID number, and the date, as well as the following routing slip:

GENERAL _____

COLONEL _____

MAJOR _____

CAPTAIN _____

LIEUTENANT _____

We'll also have another stamp that says

CONFIDENTIAL: FOR ALL YOUR EYES ONLY

Map Disbursal Authorization Form XR-01-B

WHITE: Issuee	PINK: Files	CREAM: Records Officer
BLUE: Issuer	BUFF: Backup Files	IVORY: Asst. Rec. Ofcr.
GREEN: Issuee's Cmdr.	GRAY: Dbl Bckp Files	EGG: Jr. Rec. Ofcr.
CANARY: Issuer's Cmdr.	COFFEE: Tpl Bckp Files	MAUVE: Form Ombudsman

Issued: _____
(date) (time)

Issuee's rank: _____

Issuee's Patrol ID number: _____

Applicable map disbursal center: _____

Instructions to issuee: You are authorized to obtain copies of the maps listed below. This form should be presented at the indicated map disbursal center within 18 hours of the date and time listed above. If you are unable to obtain the indicated maps within the specified amount of time, return this form to its issuer along with twelve completed copies of Inability to Obtain Authorized Maps Form UJ-47-P. At the indicated map disbursal center, this form should be presented to any party or parties thereabouts responsible for the disbursal of maps, or, if the disbursal center is automated, to the appropriate automated system or systems.

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1. _____
2. _____

3. _____
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8. _____

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[STELLAR PATROL logo]

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HB-IS6-MAP

OFFICIAL STELLAR PATROL MAP DISBURSAL AUTHORIZATION APPROVAL
FORM SM-64-K

[STELLAR PATROL logo]

Please review, sign to approve, then pass to next individual
on list.

Grand Fleet HyperAdmiral KALMAN THROP
HyperAdmiral BUCKLEY PALACE
Admiral STELLA BLATHER
Commander TRIP FLAGSTONE

Return to Deck Five Map Disbursal Center.

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Map Disbursal Authorization Form XR-01-B

CANARY: Issuee PINK: Files CREAM: Records Officer
 BLUE: Issuer BUFF: Backup Files IVORY: Asst. Rec. Ofcr.
 GREEN: Issuee's Cmdr. GRAY: Dbl Bckp Files EGG: Jr. Rec. Ofcr.
 WHITE: Issuer's Cmdr. COFFEE: Tpl Bckp Files MAUVE: Form Ombudsman

Issued: 4.11.11349 8625
 (date) (time)

Issuee's rank: LT. FIRST CLASS

Issuee's Patrol ID number: 1451-352-716

Applicable Map Disbursal Center: DECK FIVE

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1. 86273SS- LEVEL FIVE, SCIENTIFIC SUB-MODULE, VILLAGE
2. 49501SS - LEVEL SEVEN

3. 97624.SS- LEVEL FOUR
4. 80726.SS- LEVEL SIX
5. 11351.SS- LEVEL THREE
6. 73696.PS- ABOARD THE S.P.S. DUFFY
7. 48700.SS- LEVEL ONE, ENDGAME
8. 25641.SS- LEVEL TWO

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HB-IS6-MAP



OFFICIAL STELLAR PATROL MAP DISBURSAL AUTHORIZATION APPROVAL FORM SM-64-K



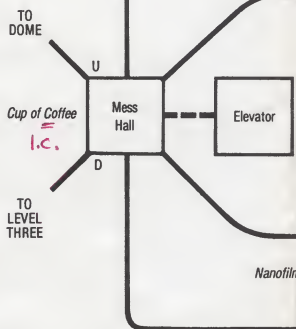
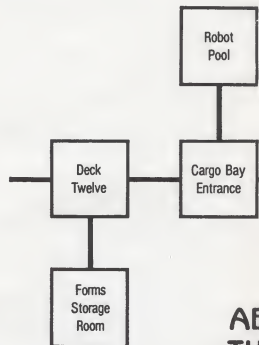
Please review, sign to approve, then pass on
to next individual on list.

Grand Fleet HyperAdmiral Kalman T. Drop
HyperAdmiral Buckley Palace
Admiral Stella K. Troll
Commander Tris Flapstone

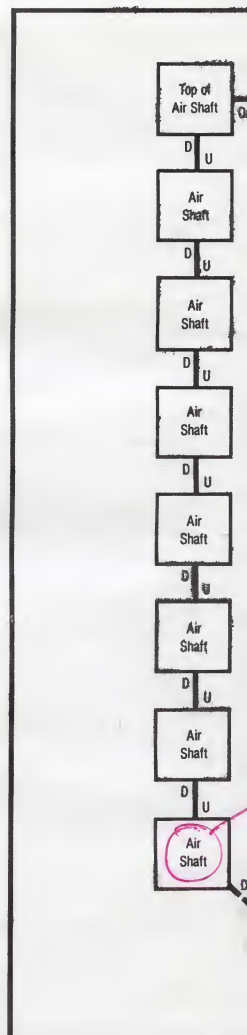
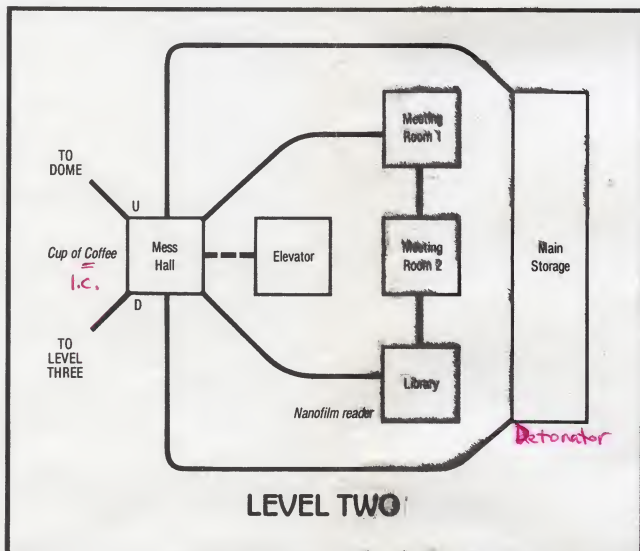
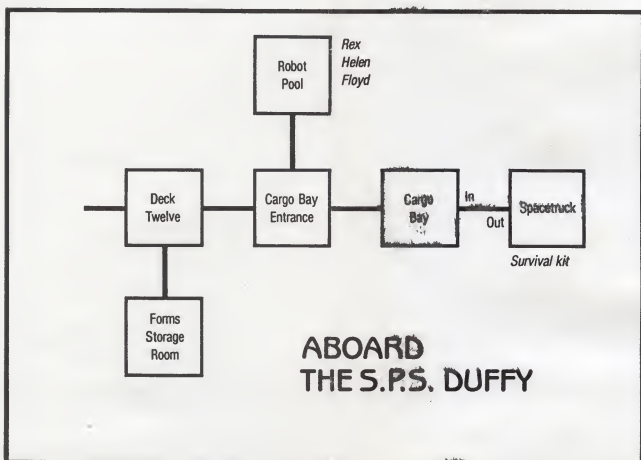
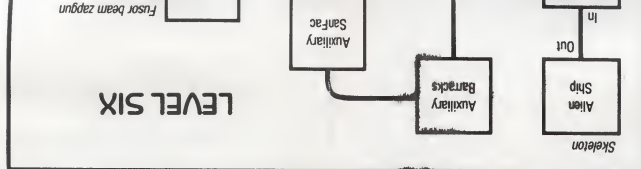
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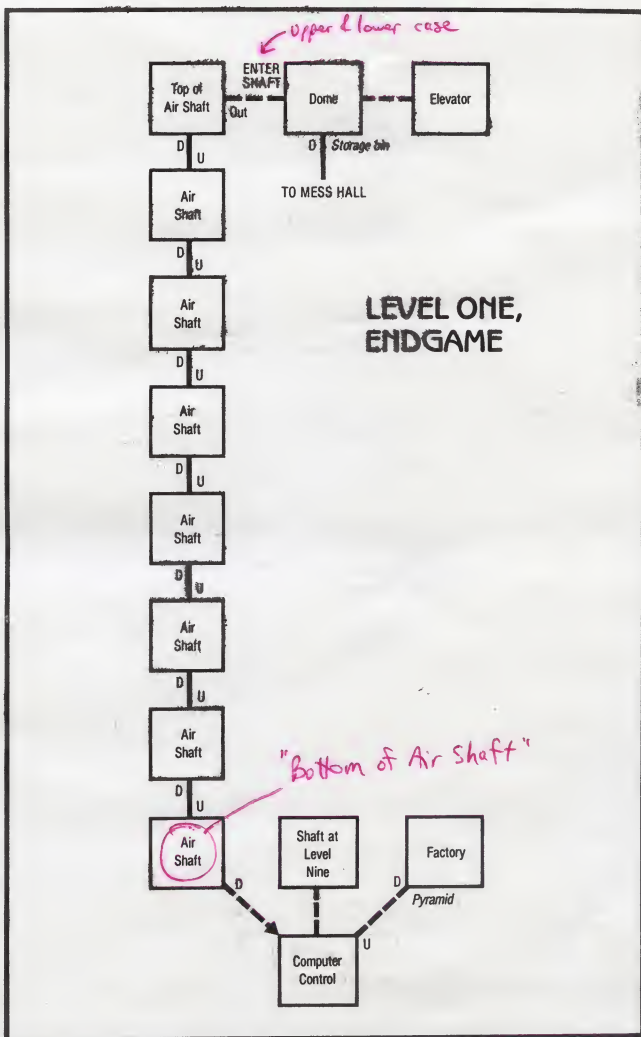
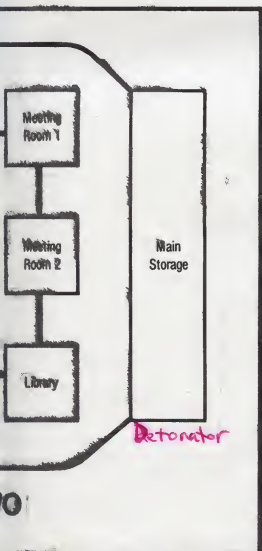
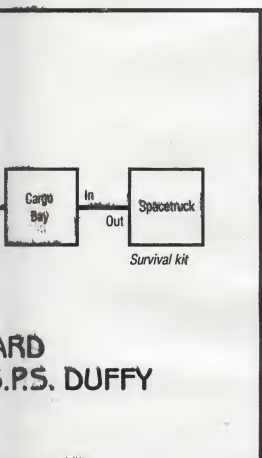
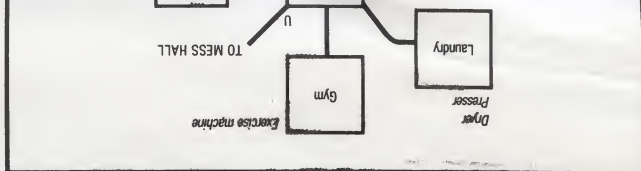
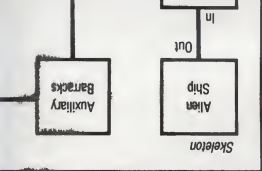
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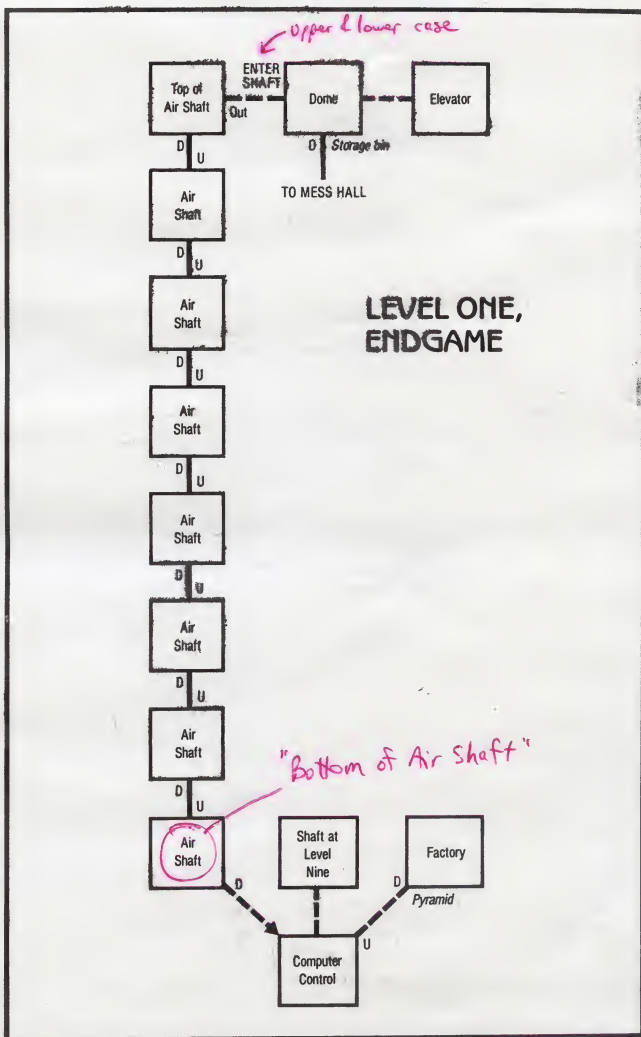
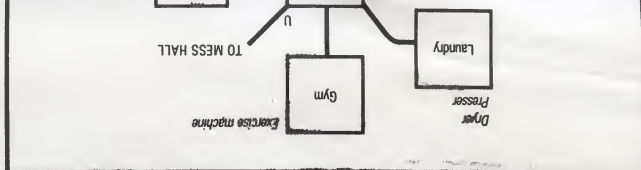
LEVEL SIX

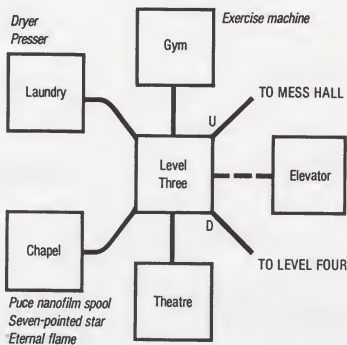
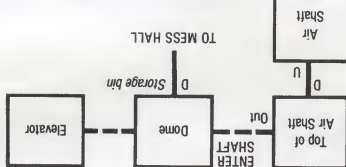


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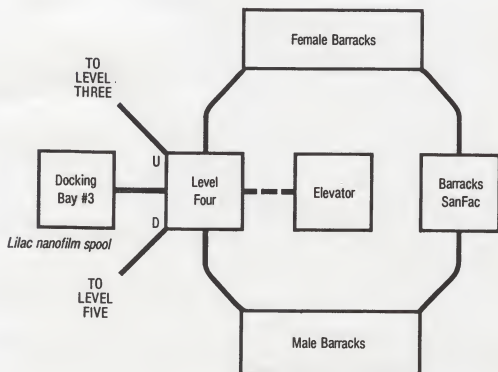




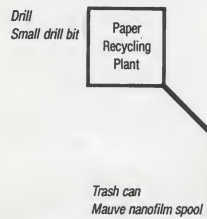
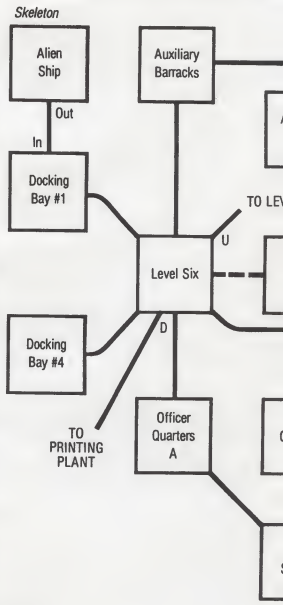


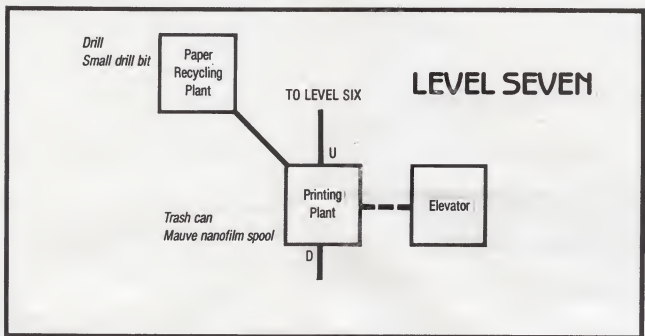
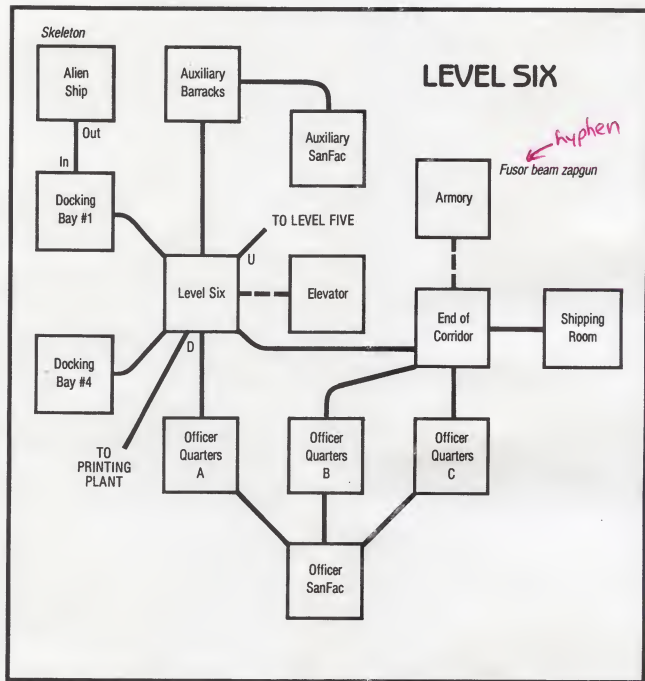
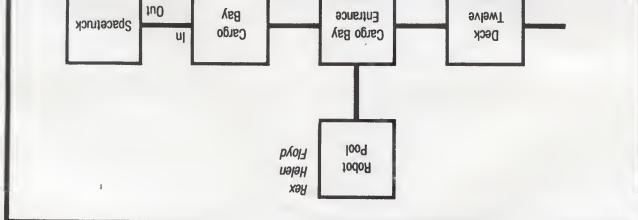


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OFFICIAL STELLAR PATROL MAP DISBURSAL AUTHORIZATION APPROVAL FORM SM-64-K



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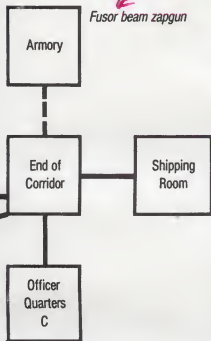
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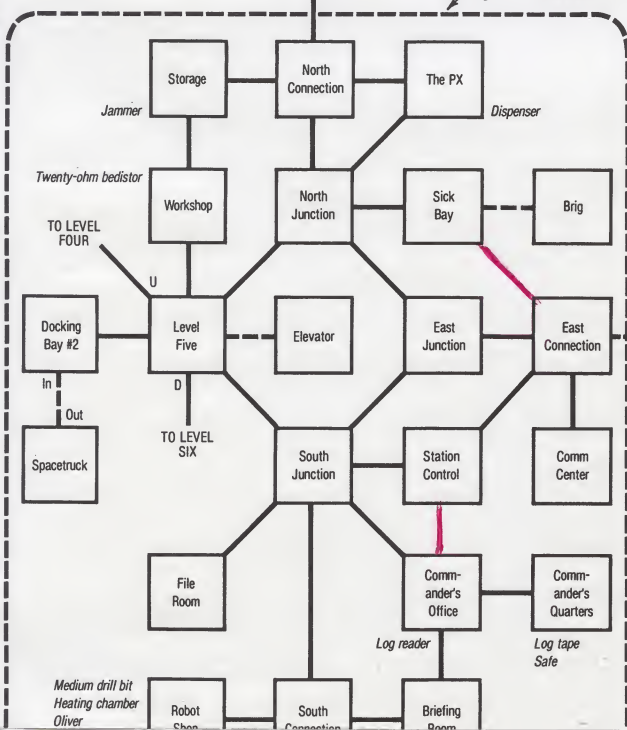
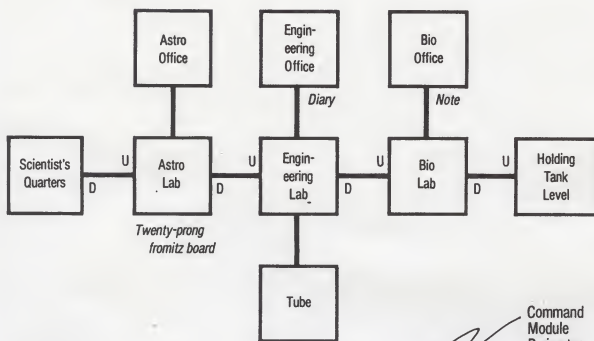
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HB-156-MAP

LEVEL SIX



LEVEL SEVEN

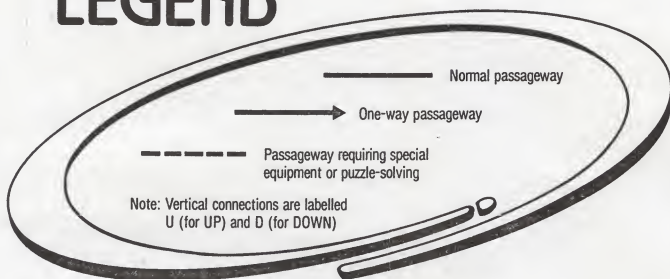




LEGEND

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Level

Command
Module
Perimeter



Brig

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Connection

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Center

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Quarters

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Crystal ball

Fortune
Teller

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Office

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Shop

Simulation booth

Makeshift
Connector

D

Broadway

Field
Office

Headlamp

Pet
Store

Grocery

Barber-
shop

Mirror

Cage
Balloon creature

Plastic
bag

Instruction sheet

Twelve-prong
fromitz
board

Studio

Trading
Post

Saloon

J-series
hyperdiode

D

Opium
Den

Locker

Flophouse

D

Casino

Roulette wheel
Pair of dice

Authoriz

CAHARY: Issuee
BLUE: Issuer
GREEN: Issuee's Cmdr.
WHITE: Issuer's Cmdr.

Issued: 4.1. (da)

Issuee's Rank:

Issuee's Patrol ID num

Applicable Map Disbur

Instructions to issuee
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1. 86273 SS-L
2. 49501 SS-L
3. 97624 SS-L
4. 80726 SS-L
5. 11351 SS-L

Map Disbursal Authorization Form XR-01-B

CANARY: Issuee
BLUE: Issuer
GREEN: Issuee's Cmdr.
WHITE: Issuer's Cmdr.

PINK: Files
BUFF: Backup Files
GRAY: Dbl Bckp Files
COFFEE: Tpl Bckp Files

CREAM: Records Officer
IVORY: Asst. Rec. Ofcr.
EGG: Jr. Rec. Ofcr.
MAUVE: Form Ombudsman

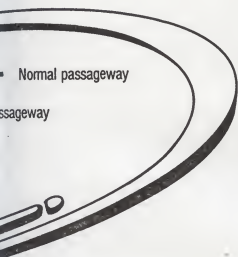
Issued: 4. 11. 11349 8625
(date) (time)
Issuee's Rank: LT. FIRST CLASS
Issuee's Patrol ID number: 1451-352-716
Applicable Map Disbursal Center: DECK FIVE

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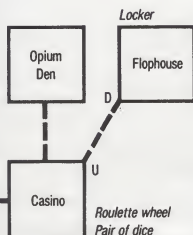
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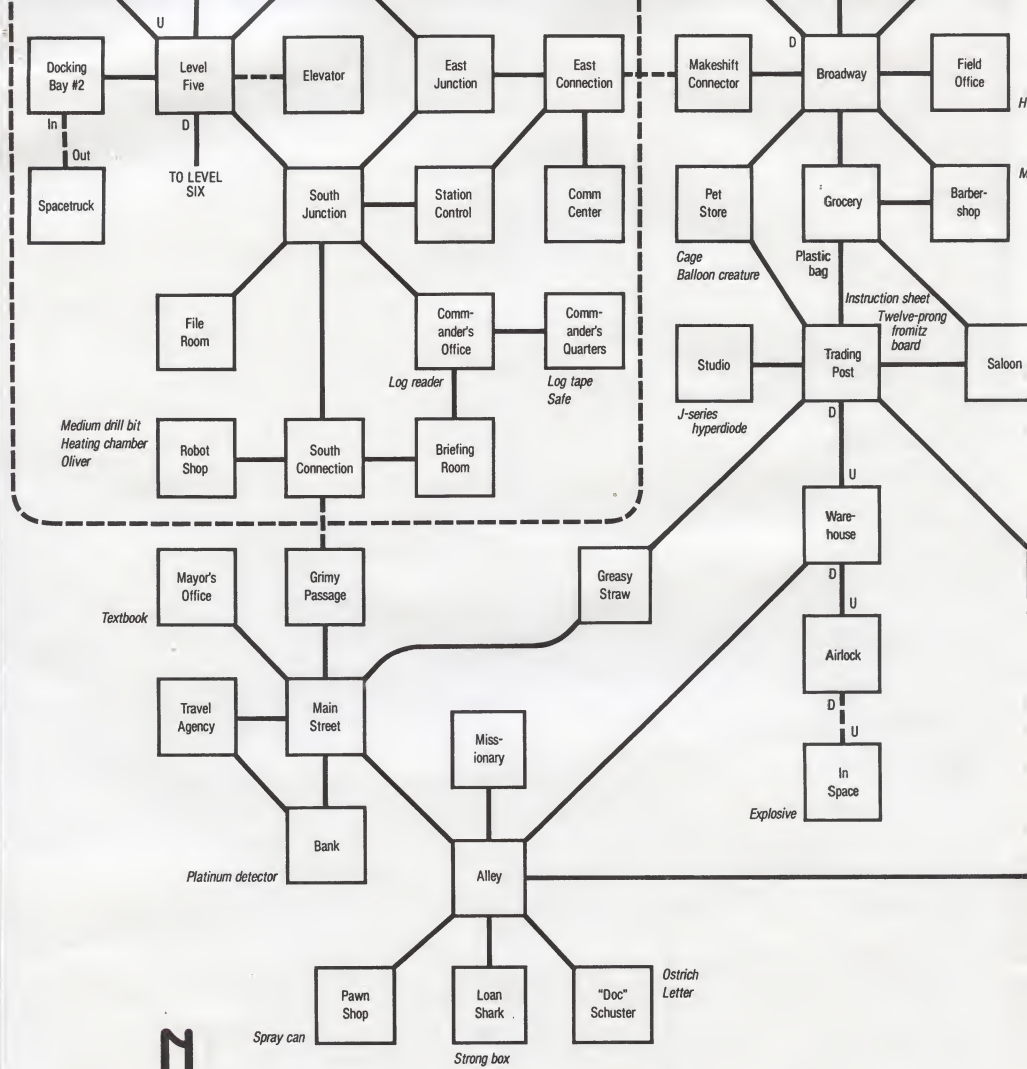
Instructions to Map Authorization Officer: List below the maps to be discharged to the issuee. Fill in every space. If fewer than ~~eight~~ ^{twenty} maps are to be disbursed, strike out the unused spaces to avoid unauthorized disbursals. If more than ~~eight~~ ^{twenty} maps are required, use additional forms.

1. 86273. SS - LEVEL FIVE, SCIENTIFIC SUB-MODULE, VILLAGE
2. 49501. SS - LEVEL SEVEN
3. 97624. SS - LEVEL FOUR
4. 80726. SS - LEVEL SIX
5. 11351. SS - LEVEL THREE



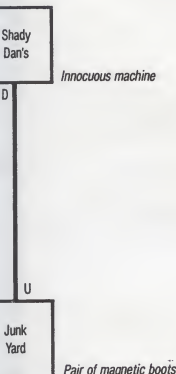
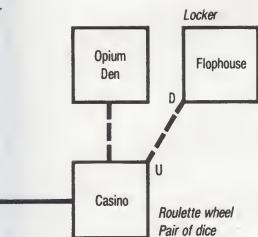
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LEVEL FIVE, SCIENTIFIC SUB-M

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2. 49501. SS - LEVEL SEVEN
3. 97624. SS - LEVEL FOUR
4. 80726. SS - LEVEL SIX
5. 11351. SS - LEVEL THREE
6. 73696. PS - ABOARD THE S.P.S. DUFFY
7. 48700. SS - LEVEL ONE, ENDGAME
8. 25641. SS - LEVEL TWO

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MODULE, VILLAGE